£4.99 November 1997 ISSUE 56 EVERYTHING YOU NEED TO KNOW ABOUT PC GAMES!

PC ZONE

www.pczone.co.uk

STAR TREK STARFLEET ACADEMY

EXCLUSIVE REVIEW!

Warp yourself to another dimension!

THE COMPLETE GUIDE TO LBA 2 PAGE 157

EXCLUSIVE! Here comes...

FIGHTING FORCE

...from the makers of *TOMB RAIDER!*

WORLD EXCLUSIVE!

QUAKE II

We go to Texas and take on iD software! See page 48

BLADE RUNNER™

Westwood reveal why this film licence won't be wasted! See page 54

TOTAL ANNIHILATION
Is It Better Than Red Alert?

SHADOWS OF THE EMPIRE
LucasArts' Stunning Conversion!

TUROK: DINOSAUR HUNTER
The Monster Hit Stomps Onto The PC

PLUS!

IF YOUR CD IS MISSING PLEASE CONSULT YOUR NEWSAGENT

QUEEN: The Eye • Rally 4 • Championship Manager 97/98 • Resident Evil • Everything You Wanted To Know About X-COM 3 • Inside EA Sports

Welcome to the new landscape of War.

Launch an invasion from the sea.
The forest provides perfect cover for surprise invasions.
Bombard the enemy from the safety of the sea.
3D tanks move smoothly over the hill as they move into position.

TUROK 59

SHADOWS OF THE EMPIRE 108

Contents

Competition Win! 148

WIN! WIN! WIN! A TOP OF THE RANGE PC!

SEE PAGE 148 FOR FURTHER DETAILS!

Regulars

CD Zone 6

How to install this month's demos.

Bulletin 12

All the latest news from the wonderful world of PC gaming.

Our Price Chart 32

This month's chart predictions. Plus a chance to win all ten of them.

Oi! What's Your Game? 42

We quiz Lara Croft, *Tomb Raider* überbabe/vixen/slapper (delete as applicable).

Review Zone Extra 123

Late arrivals and ne'er do wells. They're all in here.

Tech Zone 134

A round-up of the best joysticks and game pads currently available.

On-line 137

A new on-line strategy game from E-On comes under scrutiny, as does gambling on the net. You heard!

Everything... 154

How to win at *X-COM 3*.

Troubleshooter 157

Having problems with *Little Big Adventure 2*? Help is at hand...

Subscription Offer 162

Subscribe and claim your FREE game!

PC Zone Recommends 164

Our top ten games across every genre.

WordProcessor 172

Your letters and comments this month.

Comment 177

Charlie Brooker asks if simulations can possibly get any more realistic...

Looking Back 178

Who's playing what at *PC Zone*.

Blueprints

Quake II 48

Macca flies to the USA (again) to preview one of the most eagerly awaited sequels ever. Will *Quake II* live up to the incredibly high expectations foisted upon it by an increasingly critical gaming public?

Blade Runner 54

Virgin take on one of the biggest film licences ever. We talk to Westwood about their greatest challenge to date.

Turok – Dinosaur Hunter 59

The game that wowed N64 owners is looking even better on PC.

Sid Meier's Gettysburg 63

The master returns with a real-time wargame that could put *Civilization 2* and friends to shame.

Queen: The Eye 68

Don't scoff, this one's shaping up very nicely indeed.

Championship Manager 2 97/98 72

The best football management game on the PC gets updated for the 97/98 season, and Jeremy's sparkling social life takes yet another hammering.

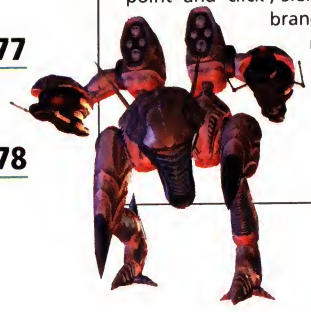
Features

If it's in the game... 36

EA Sports are about to unleash another batch of highly realistic sports sims. We popped down to see them to get the full gen.

Reaching New Heights 142

Formerly closely associated with words 'point' and 'click', Sierra have since branched out into all manner of genres. Read all about it.



Reviews

Fighting Force 82

An old school scrolling beat 'em up in graphically impressive '90s clothing from the creators of *Tomb Raider*, Core Design.

Star Trek Starfleet Academy 88

Star Trek meets *Wing Commander* and starts a punch up.

International Rally Championship 92

We check out the latest game in the long-running *Rally* series.

Incubation 96

Turn-based strategy has never looked, or played, so good.

Shadow Warrior 101

The latest blockbuster from the *Duke Nukem* team finally comes in for review. Without the shuriken this time, though.

Galapagos 104

A very different platformer from EA. Weird and wonderful in equal amounts.

Shadows Of The Empire 108

A stunning conversion of the N64 hit. Who needs consoles, eh?

Total Annihilation 111

A *C&C* clone that deviates from the norm. Can this really be better than *Red Alert*?

Resident Evil 114

Capcom's classic finally comes to the PC.

Lands Of Lore 2 116

Seminal fantasy adventuring from those big, bad boys at Westwood. Who says they're only good at real-time strategy?

Outpost 2 119

Managing and colonisation in Sierra's new strategy offering. Is it good, or does it suck the big one? We reveal all.

Dark Reign 121

The second *C&C* clone under review this month manages to hit all the right spots.

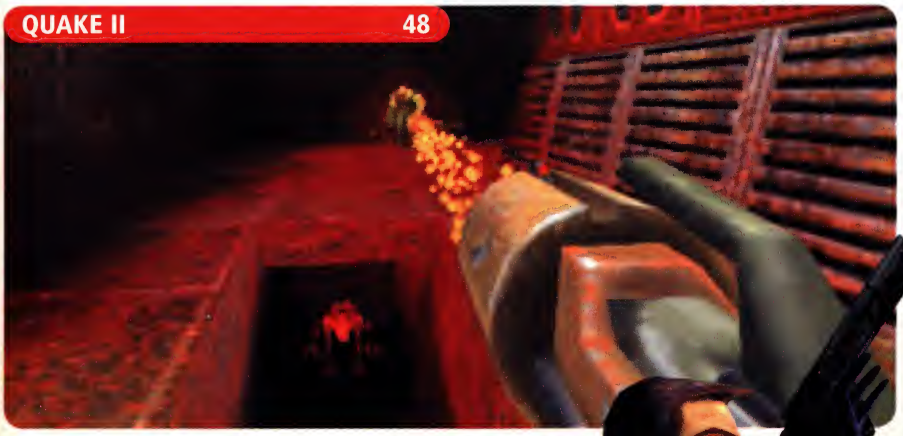
Fighting Force

Beat 'em ups have never really made much of an impact on the PC. Can Core Design's latest game bridge the gap between *Virtua Fighter* and *Tomb Raider*? Turn to page 82 to find out.

SHADOW WARRIOR 101

INCUBATION 96

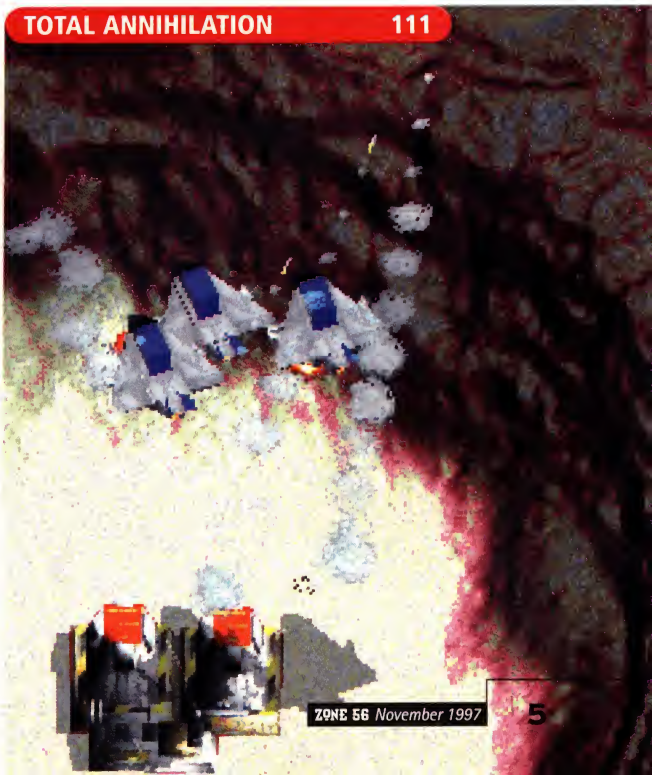
QUAKE II 48



BLADE RUNNER 54

QUEEN: THE EYE 68

TOTAL ANNIHILATION 111



PC ZONE

19 Bolsover St,
London W1P 7HJ

Tel: 0171 631 1433
Fax: 0171 436 1321
CompuServe: 100142, 2152
CIX: pczone@CIX.co.uk
Website: www.pczone.co.uk

Editor	Jeremy Wells 0171 917 3864
Deputy Editor	Chris Anderson 0171 917 3901
News Editor	Paul Mallinson 0171 917 3830
Staff Writer	Richard Shoemaker 0171 917 5675
Art Editor	Wag 0171 917 3911
Production Editor	Mark Sinclair 0171 917 5676
Disk Editors	Daniel Emery 0171 917 7689, Marcus Pullen 0171 917 3857, Gareth Ramsey 0171 917 7646
Reader Services	Miles Tudor 0171 917 7693, Alex Taylor
Contributors	David McCormack, Tim MacDonald, Phil Clark, Sam Syed, (Design); Amaya Lopez, Nudge (Production); Lee Hyde (Work Exp.)
Writers	Charlie Brooker, Jamie Cunningham, Steve Hill, Andy Martin, David McCandless, Patrick McCarthy, Paul Presley, Andrew Wright
Publisher	John Davison 0171 917 3981
Group Publisher	Tim Ponting 0171 917 7666
Subscriptions Hotline	01454 620070 – cihotline@aol.com
Back Issues	01789 490215
Advertising Manager	Mike Shepherd 0171 917 3873
Sales Executive	Emma Lewis 0171 917 7708
Production Manager	Sarah Hedley
Account Handler	Julia Smith 0171 917 3957
Advertising Production	Sharon Drumm 0171 917 3937
Marketing Manager	Cheryl Hamer 0171 917 7802
List Rental Executive	Nerys Church 0171 917 5663
List Rental Executive	Simon McCay 0171 917 3943
Origination	Colour-Tech Graphics Ltd 0171 729 3934
Printed in England	by ET Heron
Newstrade Manager	James Burnay 0171 917 7810
Distribution	USM Magazine Distribution 0171 396 8000
Mail Order Manager	Sarah Burton 0171 917 7807
Publishing Director	Bruce Sawford 0171 917 5538
Circulation Director	Sean Farmer 0171 917 7654
Marketing Director	Alison Townsend 0171 917 7675
Non-Executive Director	Dick Pountain
Financial Director	Ian Leggett 0171 917 7679
Managing Director	Alistair Ramsay 0171 917 7661
Chairman	Felix Dennis

Dennis

TIPS LINE: 0171 917 7698
Thursdays 3.30pm – 7.30pm ONLY!

The December issue of *PC Zone* goes on sale Friday 24 October

PPA

ABC 55,083

PC Zone is published monthly by Dennis Publishing Ltd. Company registered in England, number 1138891. Entire contents ©1997 Felden Productions

CD ZONE

On the disc

We've got some fantastic playable demos that are EXCLUSIVE to *PC Zone* this month, including the awesome *Hexen II*, from Activision, the new "enhanced" version of the mega-selling *CM2*, *International Rally Championship* from Europress and *Incubation*, the latest in the *Battle Isle* series from German developers Blue Byte. You won't find these demos on any other magazine for at least a month, so start installing them now! To access the games on this month's CD, pop the disc in your CD-ROM drive and double-click on the CD icon on your desktop. Double-click on PCZONE.EXE to launch the Windows browser.

MINIMUM SPECIFICATION

You'll need at least a Pentium 90 with 8Mb RAM to run the software on this month's CD-ROM.

Many of the programs are designed to run under Windows 95 and, as a result, some of them may require a Pentium 133 with 16Mb RAM to run satisfactorily. Please note that some games also require a 3D accelerator card to run.

Use the browser and menu system to see which demos are Windows 95, DOS and 3D accelerator only.

Help!

The CD not working? HD playing up? The PC's being a total bast? Don't worry – phone our helpline and sort yourself out pronto!

HD DISK HELP

Phone Matthew on 01274 736990
Any week day between 9am and 4pm

CD-ROM HELP

Phone ABT on 01708 250250
Any week day between 11am and 6pm
(Please DO NOT phone the *PC Zone* office as your calls will NOT be answered)

If you are calling either help line, then please take note of the following points:

- If possible have your PC operating and near to the phone when you call.
- If this is not possible, note down all relevant information ie system type, sound card, RAM etc, plus the nature of the fault.
- Make sure you have a pen and paper to hand when you call to jot down the relevant info.

No CD?

If you are unable to get your grubby paws on the CD issue, then fear not! Simply fill out this slip, enclose your HDs from the cover plus a cheque for a whole £1 and send it to:

CD Exchange (56), *PC Zone*, Dennis Publishing, 19 Bolsover St, London W1P 7HJ

Your details (please print clearly)

Name:.....

Address:.....

.....Post code:

.....

Please make cheques payable to:

DENNIS PUBLISHING Ltd.

CDs from previous issues are also available.

HEXEN II Activision

WORLD EXCLUSIVE!

QUAKE IN A CODPIECE, NOT half! We gave it a hefty 94% back in issue 54 and now it's your chance to see why. This EXCLUSIVE *Hexen II* demo features three massive levels from the full game as well as a deathmatch level for up to four players that can be played over a network.

You have a choice of two character classes from the full game: the Paladin or the Assassin. The Paladin is the beefcake of the bunch and is rather adept at waterborne activities. The Assassin by comparison is more stealthy and can actually become invisible if given half the chance.

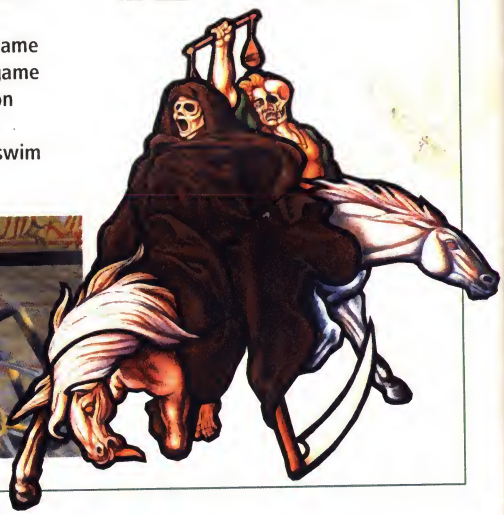
Four weapons are available to each character, as well as armour, and there are a whole host of spells on offer if you have enough mana to cast them.

Full help is available from the on-line help file, but for now we'll let you get on with it. You can redefine the keys just as you can in *Quake*.

N.B. 3D accelerator owners, run glhexen.exe after installation.

Controls: Mouse/keyboard

F1	Help
F2	Save game
F3	Load game
1 2 3 4	Weapon
↑ ← ↓ →	Move
[space]	Jump/swim
SHIFT	Run
ALT + ← →	Strafe
D	Swim up
C	Swim down
/	Inventory
ENTER	Use
'	Crouch
ESC	Main menu
'	Console
A / PAGE DOWN	Look up
Z / DEL	Look down
X / END	Centre view



WORLD EXCLUSIVE!

INTERNATIONAL RALLY CHAMPIONSHIP Europress

Powerslide your way around this graphically lush stage of the number one rally racer on the PC from Europress Software. Only one track (Brazil) and one car (a Mitsubishi) is available in this demo, but it's a long track and a fast car, and it's completely EXCLUSIVE to *PC Zone*!

Make sure you listen to your co-driver's instructions or you'll end up wrapping your car around a tree. And no bonus points for running over spectators. This isn't *Carmageddon*.

Controls: Keyboard/joystick

Z / X	Left/right
'	Accelerate
/	Brake
.	Change up
.	Change down
C	Change camera view

DARK COLONY Take 2

This *C&C*-style wargame takes place on Mars and you are commander of the human forces, defending your base from the wicked Grays. If you're familiar with *C&C* you'll find it a doddle to play. Control is entirely mouse driven and success depends as much on your speed with the mouse as it does with your choice of tactics. Click Left to select units, and options will come up on the control panel on the left-hand side of the screen. You must deploy one of your units on the vents to collect valuable energy so that you can build more forces.

Controls: Mouse

WORLD EXCLUSIVE!

CM2E 97/98 Eidos Interactive

The greatest football management sim in the world gets its annual update – and quite tremendous it is too. Because this version is "enhanced" (that's what that little "e" means) you can now select your set piece and penalty takers, play a passing game without getting whipped and trawl through all the latest player stats and squads in your search for the next Michael Owen.

This demo allows you to play a full half-season and will kick you out come Christmas. Hello *CM2e 97/98* – good-bye social life.

Controls: Mouse

SHADOWS OF THE EMPIRE

LucasArts/VIE

Empire Strikes Back was undoubtedly the best film of the *Star Wars* trilogy, not least because of the epic battle on the planet Hoth. Relive those moments in this 3Dfx-only one-level demo. Blast probe droids and take on AT-ATs with your harpoon and tow cable. Feel the force flow through you. No, really.

Controls: Keyboard/joystick

ESC ENTER F1	Pause
↑ or W	Nose down
←	Turn left
→	Turn right
↓ or S	Nose up
I K J L	Camera select
L	Drop cam
A	Brakes (use to slow speeder and make sharper turns)
Z	Thrust
C or ␣	Harpoon
TAB	Camera
X	Fire
ALT Q	Quit

WORMS 2 Team 17/MicroProse

The Worms return and this time they look better than ever. In this two-player demo each player has two worms, armed to the teeth and ready for battle. Most of the weapons featured from the original game appear in this demo as well as a couple of new ones, including a ticking time bomb that looks very similar to an old woman. The controls, gameplay and 2D perspective may not have changed much, but the graphics are superb which means that it's still one of the most entertaining games ever.

Controls: Mouse/keyboard

Mouse	Scroll landscape
L/Mouse button	Select target
R/Mouse button	Cancel weapon
←	Move left
→	Move right
ENTER	Jump/drop
ENTER ENTER	Back-jump
BACKSPACE	Vertical jump
↑	Aim up
↓	Aim down
␣	Drop weapon
␣ (held)	Set strength
ESC	Quit
+ / -	Set bounce
1 - 5	Set Fuse time
C	Centre worm
TAB	Next worm
R	Action replay
F1 - F12	Weapon shortcuts
DELETE	Cycle worm settings
INS	Cycle detail levels

CHASM: THE RIFT

GT Interactive

More 3D action fun in this three-mission demo selected from two episodes that will appear in GT Interactive's *Quake* beater. If you are familiar with the aforementioned game, then you'll be familiar with the keys. Notice how you can blow the limbs off your enemies and they'll still come at you.

Controls: Keyboard/mouse

↑	Move forward
↓	Move backward
←	Turn left
→	Turn right
,	Strafe left
.	Strafe right
CONTROL or mouse1	Fire
ALT	Use
ALT or mouse2	Strafe on
Left SHIFT	Speed up
U	Permanent MLook
/	Temporary MLook
A	Look up
S	Centre view
Z	Look down

▶

FOR SALE

SPORTS CARS & CLASSICS

Ferrari F40 1989,
6000 miles, FSH, personalised numberplate W4NK5R.....**£184,995**

Porsche 959 1990,
motion sensors, 6 different alarms, titanium steering lock.....**£139,995**

Jaguar XJ220 1991,
top car, easily does 200mph, loss of licence forces sale .....**£POA**

Aston Martin DB7 1995,
rear spoilers, outsize graphics on side panels, classy motor.....**£61,995**

Porsche Boxster 1996,
only 50 miles, one extremely cautious, driver (Ad. agency MD).....**£POA**

McClaren F1 1996,
previously owned by famous model, twin carbs, lovely form, tan hide.....**£POA**

Bentley Turbo R 1992,
12,000 miles, very good condition, first to see will want it **£69,000**

Ferrari F355 1995,
blood red interior, untimely death of owner forces widow to sell.....**£91,000**

GRAND THEFT AUTO

IT'S CRIMINAL NOT TO

COMING SOON ON PLAYSTATION & PC CD ROM

INCUBATION

Blue Byte

WORLD EXCLUSIVE!

THE NEXT INSTALMENT IN THE massively popular *Battle Isle* series is quite a departure from the three previous games. Taking over where *Space Hulk* and *X-COM 3* left off, *Incubation* is one of the most atmospheric and engrossing strategy titles you are likely to come across on PC. Our exclusive demo gives you a chance to find out what all the fuss is about. When the demo loads up, choose instant action, accept the default location on the map and away you go. Your objective is to make your way to the level exit without your marines getting blown to bits. Here are a few tips to help you survive:

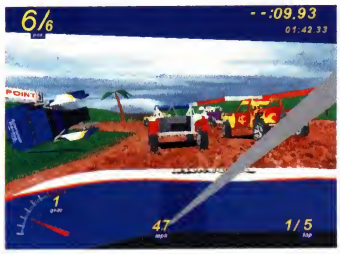
❶ Move your cursor over a unit and you'll see how far they can move. Choose a point and click again to set which direction he'll face.
❷ Open doors using the hand icon at the bottom of the screen.
❸ Use the shield icon to put units in defence mode. When they are in this mode they will automatically attack aliens during the aliens' turn (assuming the unit still has enough action points that is).
❹ When you see an arrow underneath an alien you can shoot it – left-click the mouse and your unit will fire.
❺ The icon at the bottom right of the screen is the end-turn icon. Click this when you've achieved all you can in a particular turn and are ready to face the alien menace.
❻ Some of the canisters in the play area can be blown up, ie when aliens are standing near them (hint hint).

Controls: Mouse/keyboard

GRIPPED Sierra

Off-road racing is the order of the day in Sierra's latest driving game.

When you first start, your vehicle is in neutral gear, (even when driving an automatic transmission), so you still need to up-shift (once) in order to get



into drive. Once in gear, the transmission will automatically change gears for you. If you get stuck and need to go into reverse, simply press down-shift twice. The first down-shift will put you back in neutral, the second will get you into reverse.

N.B. You will have to re-configure the control options if you have no joystick set up.

Controls: Keyboard/Joystick

Up shift	Joytick button 1
Down shift	Joystick button 2
Accelerate	Joystick forward
Brake	Joystick backward
Turn left	Joystick left
Turn right	Joystick right
Change view	Spacebar

BARRAGE Mango Grits

This time-limited demo really shows what that 3Dfx tucked away inside your PC can do.

In your high speed hover-fighter aircraft you must blast away at the military targets, watching out for return fire as you race to locate and neutralise the heavily defended power buoys.

Controls: Keyboard

SHIFT	Thrust
\	Reverse
↑ ← ↓ →	Movement direction
␣	Bullets
CONTROL	Missile
S	Restart

MOTO RACER Electronic Arts

A driving game with a difference - yep you've only got two wheels and you can pop wheelies. Cool.

Two tracks are available in this demo, but you only get to ride one class of bike. The control system takes a little getting used to, but once you've mastered it you'll be taking the corners better than David Essex in '*Silver Dream Machine*'.

Controls: Keyboard/joystick

↑	Accelerate
↓	Brake
← / →	Turn left/turn right
A / Z	Up/down gear
␣	Turbo/stunt

MEAT PUPPET JM Interactive

In this 3D action adventure from JM Interactive, you take the role of Lotos Abstraction, an assassin with a bomb in her belly. With your digital partner, Dumaine, you must obtain the technology and weapons to complete your missions as assigned by the unseen Martinet. The controls may seem a bit odd at first but you can reconfigure them. Check the README.TXT file for more info.

Controls: Keyboard/Mouse

Keyboard defaults for manual mode:

Walk	↑
Run	CONTROL + ↑
Turn	← →
Jump	CONTROL (single tap)
Flip/roll	SHIFT + ↑ ← ↓ →
Punch/shoot	← CLICK/DRAG
Toggle weapon	␣
Push button, etc.	LEFT CLICK when target changes state
Scroll	RIGHT DRAG
Toggle Movement	BACKSPACE

COUNTERACTION

Mindscape

The Eastern front, WWII, is the setting for this real-time strategy game from Mindscape. You don't have to worry about collecting valuable ore, just get stuck in, select units with the mouse and charge them into favourable positions across the battlefield. You can assign unit numbers to groups by dragging a box around them with the left mouse button and pressing Control 1-9. For more details check the README.TXT file.

Controls: Mouse

MASS DESTRUCTION

BMG Interactive

It may not be the best-looking tank game in the world but it sure is fun. Choose one of three tanks and drive

around the battlefield pasting enemy vehicles and squishing enemy infantry. You'll find extra ammo and power-ups if you destroy certain buildings and there's even a multi-player mode.

Controls: Keyboard

↑	Forward
↓	Reverse
←	Turn left
→	Turn right
Z	Turret left
C	Turret right
X	Fire
L CONTROL / L ALT	Toggle weapons

WAR WIND II Mindscape

In this demo you control the Marines, one of the two human groups on the planet Yavaun. This is a strategy game not unlike *Command & Conquer* where you must protect Malcolm (eh?). If he is killed during the demo scenario, the game is over.

Select your units by left-clicking on each unit. You may select multiple units by left-clicking on them individually, or by holding down the ▶

actua GOLF 2

the real tiger has arrived

Some have said that a particular young American has come along and taken the world by storm this year. We know better. The release of Actua Golf 2 on PC CD-ROM presents a challenge unrivalled in the golfing calendar.

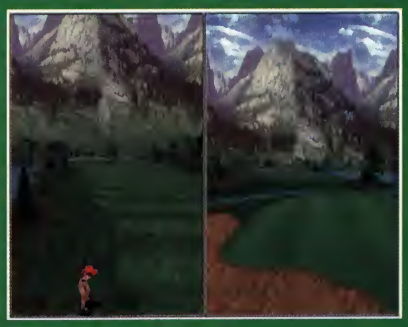
Take on eight gruelling courses, including the world famous Kiawah Island Ocean Course, Carnoustie Championship Links and The Oxfordshire.

Each course is set within a stunning True3D playing environment, giving you total freedom of movement from tee to pin.

Motion captured professional golfers provide superb player movement and action.

The range of shot and club selection allows you to take on all conditions.

The interaction between commentators Peter Alliss and Alex Hay provides a true golfing experience.



Taken from PC CD-ROM Version

actua SPORTS SERIES

PC CD ROM

POWERVR

PlayStation™

CATCH US ON THE WEB http://www.gremlin.co.uk

"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
© 1997 Gremlin Interactive Ltd. All rights reserved. Actua® is a registered trademark of Gremlin Interactive Ltd.
Carver House, 2-4 Carver Street, Sheffield S1 4FS. Tel: +44 (0) 114 279 9020 Fax: +44 (0) 114 279 5912
Website: http://www.gremlin.co.uk All trademarks are the properties of their respective holders.

Gremlin INTERACTIVE

left mouse button and dragging the cursor box over the units you want to select.

Once a unit or group is selected, left-click on it again to bring up the command icon bar. Each icon corresponds to a command for that unit, which is explained in the text bar at the bottom of the screen. Units can be stopped from completing a given command by selecting the unit and choosing the stop command icon or hitting the 'S' key. For more info check out the README.TXT file.

Controls: Mouse/keyboard

STEEL PANTHERS III SSI

More hex-based strategy tomfoolery from SSI. Unless you're familiar with the interface we would recommend that you

take a look at the step-by-step tutorial before delving in. This demo contains two scenarios you can play: the Tutorial and Beda Fomm.

Controls: Mouse

FANTASY QUAKE TC

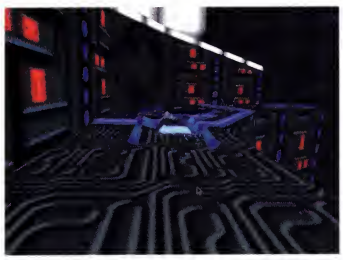
If you have the full version of *Quake* and have yet to sample the delights of *Hexen II*, then may we interest you in a new add-on for *Quake*. This will, with the minimum of fuss, turn your old

familiar *Quake* surroundings into a fantasy medieval adventure with swords and crossbows instead of that dull old shotgun. Just follow the instructions in the readme.txt file run from the *PC Zone* browser.

Controls: Mouse/keyboard

GALAPAGOS Electronic Arts

Don't even think about controlling your little Mendel, he has a primitive mind of his own. Use the mouse to click on parts



of the environment to help him survive through the level. He's incredibly reactive to his environment and how you treat him, so take care not let him fall too far.

Controls: Mouse

WINTER RACE 3D

3D Game Arena

If hurtling down a block of ice at ridiculous speeds is your thing, then try skiing down the stunt track featured in this demo. The full version also includes other sports, so for a peek at snowboard or snowmobile racing, press Escape while playing the demo, wait 10 seconds without pressing Y/N on the retry screen and a self-running demo will kick in.

Controls: Keyboard/joystick

KEYBOARD PLAYERS:

← →	Direction
CONTROL	Allows tucking
[ ]	Push off while skiing

JOYSTICK PLAYERS:

- Move joystick left and right to turn
- Fire button 1 allows tucking
- Fire button 2 push off

UPRISING 3DO

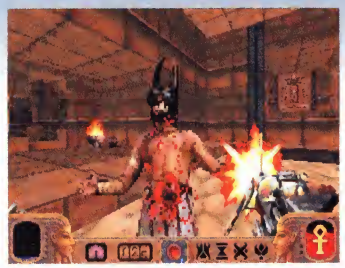
This 3D action game has you zipping about in a nifty tank blasting enemy installations, vehicles and hapless infantry. But wait, it doesn't stop there because you can also build a base and send your units around *C&C*-style. The three tutorials following the mission should leave you salivating for more.

Controls: Keyboard/Mouse

Mouse	Move viewscreen
L mouse	Fire weapon 1
R mouse	Fire weapon 2
ESC	Menu
[ ]	Revive after death
↑	Forward
↓	Reverse
R CONTROL	Turn left (keyb)
0 Keypad	Turn right (keyb)
←	Strafe left
→	Strafe right
= / -	Change weapons

EXHUMED BMG Interactive

Another first-person action game, this one uses the 3D Realms' BUILD engine



first seen in *Duke Nukem 3D*. It may be advancing in years, but it can still kick it when it comes to action. The feel here is not unlike an *Indiana Jones* movie, with you shooting scorpions and Egyptian warriors using powerful machine guns straight out of World War II.

Controls: Mouse/keyboard

↑ ← ↓ →	Movement
CONTROL	Fire
ALT	Strafe
[ ]	Jump/open doors

KIXX BUDGET SELECTION

We have four budget games featured this month from the new Eidos Kixx range. The excellent *Duke Nukem 3D*, *Big Red Racing*, *Terminal Velocity* and *Rise Of The Triad*. For information on each game please refer to the README.TXT files that accompany each game, or turn to page 129 for a full run down.

HOTSHOTS, PATCHES AND ESSENTIALS

As usual, we've scoured the Net for all the latest 3D accelerator and game patches, included a few essential shareware utilities and thrown in many screenshots from the games featured in this month's Hotshots.

HD ZONE

RAVAGE Shareware

Relive those heady days of 2D scrolling arcade action. Just admire the top-down view and shoot anything that comes near you. No mess, no fuss, no waste. To install the demo to your hard drive, double-click on the floppy icon and double-click on PCZONE.BAT.

Controls: Keyboard

↑ ← ↓ →	Movement
ESC	Quit
[ ]	Fire

BOMBS AND BUGS

AWKWARD Software

Okay, it looks cute, but the idea behind this *Dynablaster* clone is to blow your human or computer-controlled adversaries to smithereens. Drop a bomb and quickly hide round a corner and hopefully you will catch some other poor blighter in the blast. If you're lucky, you may reveal special items behind some of the stones you destroy. Beware the other players who are out to get you, and remember, the last one standing wins. To install the demo to your hard drive, double-click on the floppy icon and double-click on BUGSW.EXE.

Controls: Keyboard/joystick

PLAYER ONE (ORANGE):

W	Up
S	Down
A	Left
D	Right
G	Drop bombs

PLAYER TWO (GREY):

↑ ← ↓ →	movement
ENTER	drop bombs

PLAYER THREE (GREEN):
Controls green bug with joypad/stick

PLAYER FOUR (BLUE):
Controls blue bug with second joypad/stick

Red Baron

Between him and you, there's one Ace too many.

Fly aboard 22 legendary WW1 aircraft accurately modelled down to the last detail.

Over 40,000 square miles of terrain rendered with 3-Space™ technology.

A revolutionary AI that creates a veritable living environment around your squadron.

Your plane's motor will gasp for oxygen as you gain altitude, the wings will shudder under the stress of vertiginous aerial figures, the fuselage will tremble from the bullet impacts and you will grapple with the flight stick when you pull out of a nose dive. The anti-aircraft guns will thunder, the churches will sound their tocsins. Trains, tanks, infantry units will all be dynamically active along the Front. Enemy aircraft will surge out from the clouds. But before you can pretend the right to command your nation's most elite squadron, you will have to affront the men who wrote the most glorious pages in military aviation history.
Will you earn your place in the sky?

SIERRA®

BULLETIN

Blade and MIB to Gremlin

DATAPAD

After months of speculation and anticipation Gremlin Interactive have finally spilt the beans on two big new

SUPER FURRY ANIMALS PLAY IT COOL

PAGE 16

PC ZONE GAMES CHAMPIONSHIP RESULTS

Find out who walked away with the title

PAGE 20

ALL THE LATEST INDUSTRY GOSSIP

PAGE 26

Will you do the fandango?

Slow, slow - quick, quick, slow. LucasArts have us in tow. And when they release their new adventure, boys and girls will reach dementia.

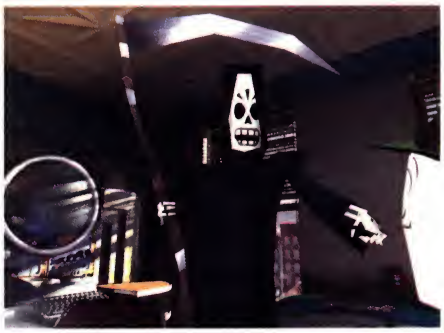
ZONE EXCLUSIVE!

The Day of the Dead is one of Mexico's biggest festivals, in which the spirits of the dead rise and re-join their relatives for a day of feasting and celebration. There's everything from small sugar skulls for children to eat, to full-blown papier-maché skeleton sculptures. And everyone gets very pissed indeed. LucasArts are getting in on the act with *Grim Fandango*, their new graphic adventure, which looks like it might be one of *the* titles of next year.

A story of crime and corruption, it has you controlling Manny Calavera, a travel agent who's employed by the Department of Death to pick up people in the Land of the Living and bring them to the Land of the Dead (presumably by hanging around graveyards wearing a blazer and a fake tan, holding a little cardboard sign with the deceased's surname on it). Once you've got them there, you have to set them off on their four-year trek across the underworld – a journey all souls have to take to get to their eternal resting place. (As if being dead isn't enough of a pain in the arse.) Manny can't move on himself until he's met his sales quota – unfortunately, he's caught up in an embezzlement racket and doesn't look like achieving his goal without recourse to a few dodgy dealings of his own.

Creator Tim Schafer has an impressive track record, having been behind both *Full Throttle* and *Day Of The Tentacle*, and this one certainly scoops the Cool References award for this month: among the influences name-checked for this are film noir classics *Chinatown, Casablanca* and *The Big Sleep*. The graphics look really good, taking the skeleton characters of traditional Day of the Dead figures and sticking them in a kind of *Nightmare Before Christmas* set. Throw in '60s hot-rod vehicles and 90 different locations and you have what looks like being a real treat. *Grim Fandango* is out next Spring.

(Left) Jeremy Beadle makes a special appearance in *Grim Fandango*. Nice 'threads' too...
(Above) This particular dead-head is up for a bit of fun... it's amazing where the line "show us yer bum for ten pence" will get you.
(Right) Name the film: "You Americans are so fking pompous."**



signings – exclusive news which we brought you in past issues of *PC Zone*.

The biggest (in terms of name and licence at least) is *Men In Black*. Created by The Design League, the game's endured a few torrid twists and turns during development, but now nestles safely in the loving arms of the Sheffield-based developer. Although Gremlin have yet to complete it as we write, it's due for release before Christmas.

A year ago (issue 45) we brought news of *Blade*, an impressive looking hack and slash adventure from Spanish developer Rebel Act. At the time a UK publisher had yet to be found, but now Gremlin have emerged as publishing victor. Hoorah for them, 'cos the game's looking very, very special. Watch for previews next issue.

The Devil rides out, again

Phew! Just as we go to press comes mega-hot news of Blizzard's sequel to one of the biggest games of last year...

ZONE EXCLUSIVE

Getting somewhere at *Diablo*, are you? Think you can more or less fight your way through the mystical underground shopping malls of Hell without getting your Sword of Throbbe caught in the automatic doors, do you? Good, because the sequel's already in development. Blizzard North, the development team behind the original game, are already hard at it, doing for the original *Diablo* what Sarah Cracknell does for our Jeremy (making it bigger and harder, that is).

Once again you must venture below stairs into the depths of a world plagued by evil forces to rid it of *Diablo* and his vile brethren. Unfortunately, you still can't be a brethren, but this time round there are five character classes with unique abilities and attributes for you to choose from (including the all-new Fast Food Outlet Saturday Worker, who has no abilities whatsoever).

***Diablo II* has finally been announced. These conceptual sketches give you some idea of what to expect in the final game. Spooge.**

The world has been hugely expanded, with four new towns all with randomly generated dungeons and wildernessy bits (think Milton Keynes Pedestrian Complex). It's been stuffed to the brim with new quests, more varied weapons, different spells, more monsters and a huge range of interesting fetish clothing. The advanced combat system will now incorporate class specific fighting techniques. And the *Battle.net* facility will now provide better multi-player support, an on-line trading post (swap your used underwear etc) and worldwide rankings.

The Sensible option

***Sensible Soccer*, one of the mainstays of any healthy gaming** habit, is set to receive a revolutionary update. Following various incarnations, including a Euro 96 expansion pack, the forthcoming *Sensible Soccer 2000* is to receive the 3D treatment.

Many consider *SWOS* the perfect football game, but the Saffron Walden-based developers feel that it's time to move on, with commercial pressure possibly playing a part in their decision. Set to be published by GT, it should be out by Christmas. The millennium-style name obviously offers options for a cash-in World Cup version, followed by the inevitable *Sensible World Of Soccer 2000*, with all the management frills included.

On paper, this could be the best game ever; chief *Sensible* honcho Jon Hare has requested that *PC Zone's SWOS* expert, Steve Hill, pay a visit and offer his invaluable advice *(Shyeah, right – Ed)*. Read his in-depth report next issue.

ZONE EXCLUSIVE

More power for X vs TIE

More *X-Wing Vs TIE Fighter* missions are on the way in the form of *Balance Of Power*. Developed in conjunction with Totally Games, Lawrence Hollands' company, the new bolt-on pack will feature a new set of missions for both sides. Rebel scum will be able to join the elite Rogue squadron and pilots on the dark side will be able to fly alongside the infamous Avenger squadron.

The first fully official add-on pack for *X-Wing Vs TIE Fighter*.

Fully rendered cut-scenes will be included with full 3D support and new melee missions for both single and multi-players. A new B-Wing fighter should spice up the action, as well as a non-pilotable Super Star Destroyer. *Balance Of Power* is scheduled for a winter release (price TBA). Check out **www.lucasarts.com** for more details.

The European Computer Trade Show

Anyone in the vicinity of Olympia, London, on the weekend of 7 September may have noticed an abundance of gaming paraphernalia littering the streets, grown men in silly animal costumes and a high concentration of suits sporting ludicrous name badges drinking high strength lager in the nearby streets. For those of you wondering, that particular weekend heralded the passing of the annual European Computer Trade Show – another of those noisy, overbearing trade shows that are out of bounds to the public (like you really care?).

Overall though, the ECTS was a roaring success – especially for PC games enthusiasts – with much new software on show for the first time. Naturally, the *PC Zone* team were out in force so that we could cram this month's Bulletin with the very latest news.

DATAPAD

Kalm, Kind 'N' Konsiderate

KKND, the game which has generated more allegedly humorous extrapolations of its acronymic name than any other, has now generated an add-on disk. It's called *KKND Xtreme*, proving that you don't have to use vowels to make piles of wonga. The big new feature is that it's a Win95 native product. It features 50 single player missions (20 of which are new); 25 multiplayer maps (15 more than the DOS version); a new gameplay option called "Kaos Mode"; improved multiplayer performance and a strategy guide. Oh, and stereo sound, pop-pickers.

Fresh Blood

Does the sight of blood make you come over all queer? Well it may pain you to know that Monolith, developers of the game *Blood* are putting the finishing touches to their *Plasma Pak*, an official add-on disk that should be on the shelves any time now.

Eleven new single player and three multiplayer levels should keep fans awake at night. But, ooh – it doesn't stop there. Seven new beasties will feature including zealots, fire chrysalids and a new boss. New weapons will also make an appearance such as 'Akimbo Tesla Cannons' and new ammo for the napalm launcher. On top of all that the *Plasma Pak* will include support for 3Dfx cards.

Ready, Aim, XFire

XFire is Sirtech's latest offering due in November through Virgin. The story pits the biologically enhanced Genetics against the technologically enhanced Puritans in a battle for supremacy in a distant galaxy.

Taking place through a range of environments and featuring extra weapons and add-ons for your characters, *XFire* caters for up to eight people, featuring multi-lingual voice-overs, a Dock and Load option allowing new levels, weapons and graphics to be downloaded. The graphics are supplied by Engineering Animation, whose CV includes work for the Discovery Channel and General Motors. We have yet to play it, but hope it lives up to expectations.

Head for cover!

ZONE EXCLUSIVE!

First look: They were a one-man band. Nobody seemed to understand. Until now.

Bootle, Liverpool. Where dreams are made and published by someone else. Until now it seems, with the addition of a new publishing microphone to the Rage gob. *Incoming* really does look a bit special, with almost *Turok*-like lighting and explosive effects and an obscene amount of missions to choose from (42 in total across 4 worlds). *Incoming* promises many "nice things". It supports all leading 3D graphics cards (even 3Dfx as "mandatory") sustains four play modes, including the ability to jump between vehicles be they airborne or ground based, is only too eager to cater for up to 16 players and includes varying weather conditions at day or night. Due for release in February '98, we'll be keeping an eye on any *Incoming* updates (arf arf) and will have a preview for you as soon as is humanly possible.

(Above) The lighting effects and explosions have to be seen to be believed. They're awesome.

Keeper goes deeper

Further details have emerged about Bullfrog's first add-on to *Dungeon Keeper*.

Picking up where the original game ended, *Dungeon Keeper: The Deeper Dungeons* boasts enhanced graphics and enemy AI with computer controlled Keepers able to sell traps and rooms. Fifteen new single player maps will be available for you to lose sleep over as well the same number of multiplayer dungeons. Expect all those annoying glitches to be fixed (as if we even noticed) and the whole lot should be out for Christmas. Not enough for you eh? Check out www.ea.com.

(Above) More *Dungeon Keeper* is on the way in time for Christmas. Yippee.

HEXEN II

"Sequel of the year ... nothing short of fab"

94% PC Zone

OUT NOW

Distributed by

Published by

Developed by

Hexen II™ © 1997 Raven Software Corporation. All Rights Reserved. Id Software, Inc. software code contained within Hexen II™ © 1996 Id Software, Inc. All Rights Reserved. Developed by Raven Software Corporation. Published by Id Software, Inc. Distributed by Activision, Inc. under sublicense. Hexen® is a registered trademark and Hexen II™ is a trademark of Raven Software Corporation. The Id Software name and the id logo are trademarks of Id Software, Inc. Activision® is a registered trademark of Activision, Inc. All other trademarks and trade names are the properties of their respective companies.

DATAPAD

The concrete and the clay

Just when you thought you'd seen the back of creepy lumps of animated mud, saliva and monkey semen like that Morph out of *Vision On*, Dreamworks Interactive have gone and made *Skullmonkeys: Welcome Back To The Neverhood*, a sideways-scrolling adventure that features claymation characters to the exclusion of everything else. The plot involves somebody called "the Evil Klogg" (Francis Benali, probably) and a 'save the planet' scenario. But it isn't just the characters who are walking face-packs – over 100 levels, in 20 different worlds have been made of the unpleasant goop. Spot the teenage market targeting.

ZONE PC ZONE SPECIAL REPORT!

Super Furry Actua

(Left) Gruff slips into his post goal celebration routine. (Above) Don't let that large yellow egg put you off your scissor kick mate.

Welsh footballers, 40-foot inflatable pandas, *Actua Soccer 2* and well-known revolutionaries - the new Super Furry Animals video breaks new ground in lo-fi hi-tech. Paul Mallinson reports on what could soon become a cult video for games players and music fans alike.

The Super Furry Animals could never be called 'conventional'. Sitting here on the set of the band's latest video shoot, I confirm this to myself. Gigantic, spherical TVs, plastic football figures, Stay Puft models and empty bottles of PIMs it seems will feature heavily. As will Gremlin Interactive's *Actua Soccer 2*, a – gasp – rather unconventional new computer game which the band want to use in their rather unconventional new video of their unconventional new single *Play It Cool*.

I had some idea of what the director was after: band sit around playing the game... band get sucked into game and run around and stuff... but wanted to hear more from the SFA themselves, especially as they'd personally chosen *Actua Soccer 2* to co-star with them in the video.

Arriving (fashionably) late, the five Super Furries – Gruff Rhys (vocals), Huw 'Bunf' Bunford (guitar), Daf Leaun (drums), Guto Pryce (bass) and Cian Cianran (keyboards) – stumble in after a particularly arduous train journey from their home town of Cardiff, so they're left to drink coffee and smoke fags while Gremlin's tech dude Ian Stone sets up the game for the start of the shoot.

Cymru, y ddaear

"Well... and... err, we were all sitting down weren't we?" says Gruff as I ask him about the idea behind the video. He's obviously tired from a whirlwind last few weeks.

"There were loads of ideas getting dumped... and we came up with the idea of a 'virtual world' where we played football with famous revolutionaries... Che Guevara, Fidel Castro..." Basically, the sort of people the SFA currently seem obsessed by. Well, self-confessed rebellious, lyric-writing Gruff at least.

You may have already caught this rather slick piece of pop video history on TV. Apparently though, the vid hasn't been made on a mega budget. It may sound like a grandiose, expensive project overall, but Gremlin and SFA's record label, Creation, have worked together out of mutual respect – a collaboration that has kept costs down but production values high as Gremlin have provided much of the post-production graphics work for free.

The plan, as far as I knew at this point, had been to replicate the band members as players in the game itself– to texture map their faces and clothes onto polygon player models and play the game *as* the Supers'.

Eventually I ask them what they think of this innovative music/computer game collaboration. There are a few words of Welsh exchanged

(Left & Above) What more could any man want? Footie, fags and lager. The Super Furries find lad nirvana.

A touch of Montezuma's

Utopia Technologies are currently touting *Montezuma's Return* to prospective publishers as "a first-person title having more in common with *Mario* than it does with *Doom*". Rather than simply revisiting the tired old 'run around, shoot, run around, open door' scenario, *Montezuma's Return* is based more upon platforms and puzzles, with the odd sprinkling of FMV for good measure – Max Montezuma's job being to retrieve treasure left to him by an Aztec King. With a release penned for the end of this year, and the promise of an "innovative 3D engine", *Montezuma's Return* could end up surprising us all.

between the band members, then a look of confusion. Obviously no-one's told them about it yet.

After more gesticulation and a brief discussion about the art of polygon texture-mapping, the Super Furries seem to get it. They look amazed. No-one in the band had seen *Actua 2*, but they were obviously looking forward to giving it a test drive.

"I've played *Actua Soccer* – the first one," claims Bunf, but admits to liking *Tekken 2* and *FIFA 97* more. Cian asks: "Is this number two?" It most certainly is. They like the idea, and start to wake themselves up a bit as the director calls everyone in for a lighting check.

Stwffiwch y dolig ddim y twrci

As shooting begins, Ian finishes setting up *Actua* and the Super Furry Animals kick off. Ian assures me the version he's brought won't fall on its face because the game is nearly finished. We both keep our fingers crossed.

Bunf and Guto seem to be getting seriously into it and play constantly as the film crew buzz round them.

"Get it out!" bellows the bassist as his fellow Super Furry Animal jumps upon a loose ball in his six-yard box.

The opening scene of the video (tracking back from a TV screen to reveal the band lounging on a brown '70s foam sofa, playing the game) is the most complex of today's shoot, and goes on for several hours. When the band return for a snap break, I grab a chance to ask them what they thought of the new *Actua* game.

"It's fast. You can tell it's not quite finished yet, but it looks really good." Guto obviously knows his games – there's still a bit of work to do on the control system, but it's getting there. Graphically, though, the game is already looking incredible, with realistic players and fantastic animation.

Bydded goleuni!

I notice the copies of *PC Zone* I brought with me are still neatly stacked in the 'chill out' area of the studio. The SFA, having bought the new *Melody Maker* on their arrival in London, are now sat reading a review of one of their recent outdoor gigs.

Where do you find the time to play games when you're rushing around doing this sort of thing?

"Well, two of us are really into games and play all the time," says Gruff, "but the rest do play occasionally – usually on the tour bus when we're travelling around."

Guto and Cian pick up copies of *PC Zone*, so I ask them if they ever endeavour to read computer mags.

"When we're thinking of buying something is the only time really," says Guto, which is very sensible of him. It's also very true – Guto owns a PC and every now and then splashes out on a game for it.

"I've got some mates who put PCs together – I think it's okay. I really knew f**k all about it, so I thought I'd buy one and learn."

So what kind of games had he been playing on his PC recently?

"A lot of *Duke Nukem 3D*," he confesses. "I usually play one game until I finish it."

And judging by the now eight hour length of this video shoot that can't be very often.

A des heddwch?

The director calls for the band again and the sequel to *Actua Soccer* kicks off once more. Again Bunf and Guto lock horns inside Gremlin's ready-made virtual stadium. Gruff, who claims to be "the crappest at games in the band" sits in the middle of his joypad-holding friends until the time comes for him to crawl towards the camera and 'get sucked into the game' as it were. Then that's about it for the day.

Back in Sheffield Gremlin's artists will take care of the rest, magically turning Gruff and his comrades into goal-scoring superstar heroes (oops – wrong game), possibly even leaving them in the game as a cheat feature when the game comes out in November. Now that *would* be unconventional.

Play It Cool is currently available through Creation Records.

(Above) Our man Mallo fails miserably at the 'Guess Who Just Farted Competition'.

Win! Warm youself to Radiator

Win copies of the new Super Furry Animals album!

Just released on Creation Records (same label as Oasis, pop kids), *Radiator* – the Super Furries' latest long player – mixes catchy '90s guitar riffs with scratchy psychedelic keyboards and innovative, trippy pop sensibilities. Sounds a bit mad? It is, but like their first album *Fuzzy Logic*, *Radiator* somehow manages to pull itself together enough to really impress.

Find out yourself by winning a copy of this "intentionally flawed masterpiece" in our very own SFA/*PC Zone* competition. We have ten copies of *Radiator* to give away to the first people who answer this question correctly:

From which city in Wales do the Super Furry Animals hail?

Answers on a postcard to: "I support the SFA", *PC Zone*, CPZ711B, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ

Rules: All entries to be received by 20 October 1997. No correspondence will be entered into. The editor's decision is final.

QUAKE II

QUAKE WAS JUST FOREPLAY.

Totally NEW game. Totally NEW monsters with IQs the size of their APPETITE for FRESH blood (this time they can evade your ATTACK, strategically position themselves for an ambush, and HUNT your ass down). Totally new environments with falling rocks to dodge, rockets to duck, shadows to HIDE in, narrow shafts to CRAWL through, and plenty of room to SATISFY your primal urges.

"It was Quake II that took the E3 Star Game prize and blew away everyone who saw it with its graphics, style, innovation, speed, single-player finesse and everything else you care to mention." —*PC Gamer*

ACTIVISION®

Coming Soon on
Windows 95/NT CD-ROM
www.idsoftware.com

QUAKE II™ ©1997 Id Software, Inc. All Rights Reserved. Distributed by Activision, Inc., under license. QUAKE® is a registered trademark of Id Software, Inc. QUAKE II™, the Id Software name, the "Q II" logo and the id logo are trademarks of Id Software, Inc. Activision® is a registered trademark of Activision, Inc. All other trademarks and trade names are properties of their respective owners.

DATAPAD

Ubisoft sign 3DO

French software house Ubisoft have signed the rights to distribute Studio 3DO in Europe. This comes as welcome news to anyone out there who may be eagerly awaiting the arrival of *Army Men*, Studio 3DO's real-time strategy game. *Army Men* has apparently attracted considerable interest in some quarters, and will head a release schedule from S3DO which includes *Uprising*, *Might & Magic VI*, and the snappily titled *Requiem: Wrath Of The Fallen*. Ubisoft are said to be very pleased with the deal. Not half as pleased as Studio 3DO probably are though, who looked destined for video game obscurity before Ubisoft stepped in. For more info call Ubisoft on **www.ubisoft.com**.

PC Zone Games Championship: Results

THE OFFICIAL 1997 PC ZONE UK GAMES CHAMPIONSHIP

ZONE SPECIAL REPORT

Saturday 23 August 1997: the crème of the PC gaming world congregate in London for the first annual *PC Zone* Games Championship. Here's what went on...

Over the past few months PC gamesplayers up and down the country have been fighting it out in an attempt to win themselves a place in the final of the most prestigious gaming championships ever hosted in the UK. On Sunday 24 August 1997, eight hard-core gaming freaks converged upon London, winners in regional heats held at a number of key games/Internet cafes in the UK – the aim being to kick each others heads in, over a number of different games – the winner being presented with a brand spanking new Compaq Presario P233 with a 24-speed CD-ROM drive and 64Mb RAM! Ain't that a peach?

Here's what happened...

The night before we took everyone out for a bite to eat and a skinful – then dragged them down to Shoot 'n' Surf at eight the following morning for the start of the final. Everyone was in good spirits and play commenced.

Risk and *EF2000* kicked things off in style with Derek Burke coming top in *Risk* and Sean Steffey taking full points in *EF2000*. As the day wore on and with the competition (not to mention the temperature of the room) hotting up, the dirty tricks book made its first appearance in *Network Q RAC Rally*. Graham Reeds experienced a bit of argy-bargy with other finalists trying to run him off, then backed off a bit and gave him a chance.

Next came a crucial round of *Actua Soccer* – crucial for Lee Jones, who really fancied his chances at Gremlin's footie sim. Playing as Manchester United, Lee admitted to missing a vital shot on goal which could have won him the championship. "Top right hand corner – missed it by inches. If that'd gone in..." Bloody unlucky for him. Adam Raphael came top in *Actua*, keeping the score tight as the final progressed into *Red Alert* territory.

To the stirring sounds of Leftfield (as supplied by Shoot 'n' Surf's Kelvin), the eight contestants embarked on an epic multi-player game of *Red Alert* – the group split into two groups of four players to keep the games manageable. After almost an hour of play, a clearer picture of an overall winner began to emerge. Quiet apart from the odd profane outburst every now and then, Chris McGregor came second at *Red Alert* ("I can't believe I came second!"), falling foul of the skills of Lee Jones, a deft *RA* player if ever we saw one, but both were in line for the ultimate prize, due to be fought out in a final explosive round of *Quake: Scourge Of Armagon*.

(Left) Chris McGregor – *PC Zone* Games Champion 1997. (Above) Chris receives his trophy and PC from *PC Zone* and Compaq. Simon (out of 'Trevor and Simon') sups Chris' champagne in celebration.

The decider...

The deciding game of *Quake* saw a surprising number of contestants playing the game using keys only, but most admitted to having practised quite a bit prior to coming down to London. In a half-hour/as-many-frags-as-you-can-get game, everyone saw Graham Reeds lose a 20-frag lead in one of the closest deathmatch finishes anyone had ever witnessed – the winner, Chris McGregor, taking all as the 'grand champion' of the entire event. After much leaping up and down, we managed to drag Chris over to one side to find out how he was feeling.

"Och, it was absolutely great," he said, dripping with perspiration. "I didn't do too well in the first three rounds because I had a hangover from the night before." *(Chris spent most of the evening quaffing ales in The Limelight we can reveal – Ed.)* And what was he going to do with the new PC? "It's twice as good as the PC I've got at home," he said, "so I'm going to give my old machine to my playing partner, who helped with my training." What a nice bloke. Roll on next year!

Thanks for the memory
Special thanks to everyone who contributed to the *PC Zone* Games Championship – it was a great success. *PC Zone* would especially like to thank Tony and Kelvin at Shoot 'n' Surf for their enthusiasm and support. No thanks at all to Cyberia, Manchester (for their lack of support). Biffs.

The finalists

Derek Burke – Dublin
Sean Steffey – London
Graham Reeds – Herts
Christopher McGregor – Edinburgh
Ryan Andrews – Barry, Wales
Michael Apperley – Derbyshire
Lee Jones – Devon
Adam Raphael – Nottinghamshire

The games

Quake: The Scourge Of Armagon – Activision
Actua Soccer – Gremlin Interactive
Network Q RAC Rally – Europress
EF2000 – Ocean
Risk – Hasbro
Red Alert – Virgin/Westwood

Mallo looks on as the contestants frag it out.

Run them up the path

Everybody take a stand, join the caravan of popular computer software bundled into one package with added extra bits. Blue Byte have announced a special *Gold Edition Pack* of *The Settlers II – Veni, Vidi, Vici* and *The Settlers II Mission CD*. In addition to the 49 maps and Map Editor available in the respective packs when they were sold separately, Blue Byte have also added 130 new maps and priced the whole caboodle at £34.99. Release is pencilled for October/November and, judging by the long running popularity of the game, it's almost certain to be in everyone's stocking this Christmas. And that.

Asghan next from Silmarils

3D adventure/action games set in a fantasy world are sometimes written off as sub-*Quake* rip-offs, which seems a touch small-minded, especially in the case of Silmarils' *Asghan, Dragons Of Syth* which leans more towards puzzle solving than a straightforward killing.

In the role of a warrior who wears armour, fires weapons and does magic stuff, the player has a choice of two scenarios: the short and long versions. Essentially, both revolve around killing dragons, although the short version cuts out on the sheer amount of adventuring undertaken in the longer game. Promising various camera angles, full 3D in a variety of formats, a huge landscape and 60 differing enemies, *Asghan: Dragons Of Syth* is scheduled for release in November and could be rather good.

(Left) Singed by dragon breath. (Middle) Down the docks. (Right) Fighting surly goblins. All good, clean *Asghan* fun.

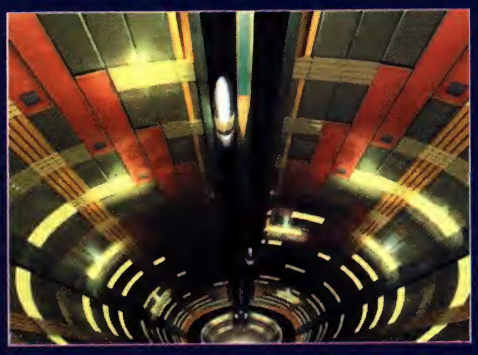
Maiden voyage for Douglas Adams

New screenshots and the latest on *Starship Titanic* – an interstellar cruiser far too big for even Douglas Adams to thumb a lift on.

Douglas Adams is known to be a big fan of computer games, so the news that he's written a game, *Starship Titanic*, that will be released simultaneously as a novel is about as surprising as finding out that Barbara Cartland hasn't. (Mind you, *Dr Gregorio The Muscley Cad Interactive* is an opportunity waiting to be grasped.) The surprising thing is that the novel's been written by ex-Monty Python man Terry Jones.

Starship Titanic is a 3D adventure that has so many lush graphical effects and gorgeous decorative touches that it's like wandering about inside Liberace's toilet, thanks to an Academy Award-winning art direction team.

The plot has you waking up to find that the universe's most luxurious and technologically-advanced inter-galactic liner has crash-landed in your living room. Naturally, you wander aboard – and spend the rest of the game trying to get home. There's an advanced language processor to enable intuitive conversations with other game characters, and Adams' usual absurd humour. You'll have to learn how to communicate with the starship's malfunctioning robots, and gradually work your way up to a first-class cabin in your bid for freedom. If this sounds like your bag, you won't have to wait too long as the game will be released in late Autumn.



For a starship of this size they had to ensure the chemical toilets were big enough to hold all the mess.

HOT Line

Tracking the hottest games and their current release dates

TIMELINE

OCTOBER
- Total Annihilation (GT Interactive)
- Unreal (GT Interactive)

NOVEMBER
- Earthsiege 3 (Sierra)
- HEDZ (Hasbro)
- Men In Black (TBC)
- Quake II (iD)
- Tomb Raider 2 (Core Design)

DECEMBER
- Blade Runner (Westwood Studios)
- Grand Theft Auto (BMG Interactive)
- Match Day 3 (Ocean)
- Populous 3 (EA)
- Starcraft (Sierra)

JANUARY '98
- The Dark Project (Eidos Interactive)
- Falcon 4.0 (MicroProse)
- Star Trek: First Contact (MicroProse)

FEBRUARY '98
- Duke Nukem Forever (GT Interactive)
- F1GP3 (TBC)
- SimCity 3000 (Maxis)
- Sin (Activision)
- Ultima IX (EA)

MARCH '98
- Sentinel Returns (Psygnosis)
- Tanktics (BMG Interactive)
- The X-Files (Fox Interactive)

APRIL '98
- Civilization III (MicroProse)
- Daikatana (Eidos Interactive)
- Grim Fandango (LucasArts)

MAY '98
- Blade (Gremlin Interactive)
- Descent III (Interplay)
- Grand Prix Legends (Sierra)

JUNE '98
- Prey (GT Interactive)
- Tank (DID)

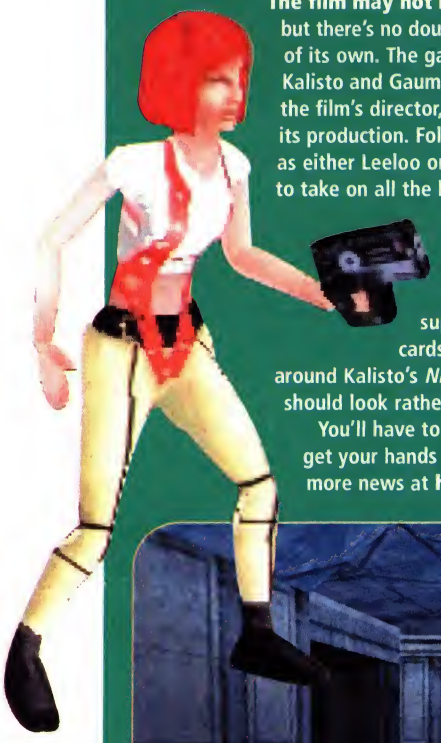
JULY '98
- Diablo II (Blizzard)

DATAPAD

Activision sign Redline Games

Activision are continuing to expand their industry portfolio with the announcement of an agreement with Redline Games that will allow them to publish Redline's first three titles and to acquire an equity interest in the company. The first release in 1998 will be a role-playing title put together by James Anhalt and Ron Millar, who were also responsible for work on *Diablo*, *Warcraft II*, *Mechwarrior 2* and *Dark Reign*. In addition, Activision recently bought up Raven Software and continue to maintain a strong working relationship with iD Software and Ritual Entertainment. More information regarding Redline Games can be found at **http://www.redlinegames.com**.

The game of the film



The film may not have been everyone's cup of tea but there's no doubting *The Fifth Element* had a style of its own. The game is being developed jointly by Kalisto and Gaumont Multimedia and apparently the film's director, Luc Besson, is having a hand in its production. Following the film's plot, the player, as either Leeloo or Korben Dallas, will be able to take on all the bad guys from the film using weapons as well as some nifty hand-to-hand moves.

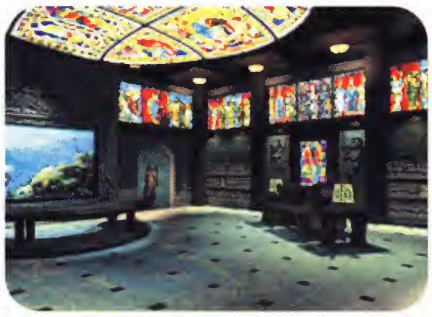
Kalisto are planning native PowerVR support, as well as support for other 3D accelerator cards. The game itself will be based around Kalisto's *Nightmare Creatures* engine, so it should look rather good.

You'll have to wait until Spring next year to get your hands on it, but until then look for more news at **http://www.kalisto.com**.

Tex returns for Access' third

***Under A Killing Moon*'s Tex Murphy is back for a third all-action adventure** in *Overseer*. Starring B-list stalwart Michael York and relative unknown Rebecca Broussard (no relation to 3D Realm's CEO George) and taking place in a totally 3D "Virtual World" environment, *Overseer* takes Murphy from a bizarre suicide to the heart of an evil scheme by bizarre enemy agents (enemies of whom is never really made clear).

Boasting Hollywood-style film-making techniques, including fully digital Dolby surround sound and characters that constantly react to your actions, *Overseer* should appeal to fans of the original two games, as well as to adventure game fans across the board.



Football, not soccer

The US bastardisation of 'The Beautiful Game' continues with Eidos' new arcade footie game *World League Soccer*.

Not content with producing the best footie management game (*CM2e 97/98*), Eidos are currently working on another arcade soccer game which they claim will incorporate all the hands-on playability and speed of the visually sparse *Olympic Soccer* with state-of-the-art, motion-captured, hi-res graphics.

Players will not only move realistically, thanks to a new skeletal system that can handle hundreds of moves, but they will also be extremely detailed owing to UV texture mapping which allows the artists to focus on each player's visual characteristics so that muscle tone, facial features and kit design can be accurately represented on screen. Sky TV's Martin Tyler and pundit Ray Wilkins have been roped in to commentate on the whole affair and act as consultants, so we can presume that by the time *WLS* is released in July, Michael Thomas will not be white and Emile Heskey will be spelt correctly.

For more information go to http://www.ediosinteractive.com.

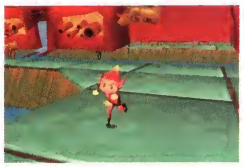
Liverpool versus Leicester City: an off-colour Michael Thomas runs rings around Emile Heskry (sic). Eidos – sack those Japanese programmers!

Over land and sea

Angel Games are developers bereft of a publisher. Their new title, *Ground Effect*, which, for want of a better description, is a racing game inspired by a remote-controlled hovercraft that the company's president bought. Terrains will vary from water to solid ground and each level has "its own challenges and its own championship suited to that environment, providing the player with a wide variety of play environments that each take advantage of the hovercraft's fun and unique driving characteristics," according to Angel's PR souls. Nevertheless, *Ground Effect* does look like a good idea and a release is predicted for early next year.

Roll up, roll up...

You'd better put your house up for sale, the Indians are coming. Thank heavens then for the *Space Circus*, Infogrames' nice-looking 3D adventure thing for which we only had a solitary piece of colourful card to report on before going to press. *Space Circus* promises to be the saviour of an Earth where everything is closed by 9pm and space travel is non-existent because the Space Shuttles are knackered, the Rockets still look like glorified fireworks and the population are considered the 'Outcast Rednecks' from outer space. Mmm, interesting... hopefully we'll make more sense out of this next issue.



Acclaim forsake all

Well actually, they don't. They've got other irons in the fire. This game, though, may prove to be the best of their new releases.

Currently looking very frisky indeed is *Forsaken* from Croydon-based developers Probe, due for release from Acclaim early next year. For want of a convenient media-friendly label, it's a *Descent*-alike, or even a first-person 3D shoot 'em up offering full 360-degree freedom of movement, if you will. Visually, at least, it looks set to blow Interplay's classic out of the water, utilising the latest 3D acceleration hardware to produce the eye candy currently adorning this page.

The game itself it set in a post-apocalyptic Earth, the solar system having been ripped wide apart in the wake of a scientific experiment that went tragically wrong. Particle physicists delving curiously into the very fabric of matter delve a little too deeply and set off a nasty fusion reaction which leaves them looking very silly indeed.

With Earth rendered a lifeless husk, devoid of atmosphere (a bit like Croydon then), it becomes viable for salvage. Ruthless mercenaries arrive from all corners of the galaxy astride anti-gravity pioncycles (you can't get them in Halfords) and proceed to blow the crap out of each other, using a vast array of weaponry. Read all about it in next month's super soaraway supplement.

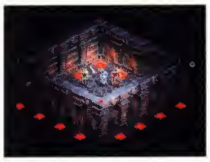
***Forsaken* mixes stunning accelerated visuals with frenetic blastic action – it looks the business.**

SPEAR HEAD
HEADING YOUR WAY
BMG INTERACTIVE
© 1997 BMG Interactive © 1997 Zombie Software Ltd. Distributed by BMG Interactive. Designed and developed by Zombie Software Ltd.

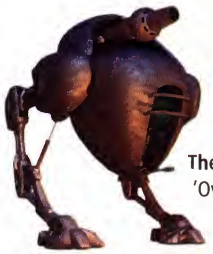
DATAPAD

New Diablo add-on pack

After a few unofficial expansions popping up here and there, Sierra have proudly announced the first official add-on to *Diablo*, due for release in November. Sierra's Synergistic Software division and not Blizzard, who were responsible for the original, have developed *Hellfire*. Subsequently, *Hellfire* utilises and expands on the original game when used with *Diablo*, tweaking character class and



It's still all go at GT



The dial's set to 'Overload' on GT's Activity Barometer. There are more games to be had from them than there are from a top Amsterdam lady of the night – and fewer exotic diseases too. First up is *The War Of the Worlds*, based not, according to the press release, on the HG Wells story but on Jeff Wayne's concept album. *(But… – Ed.)* We know. Anyway, it's a *Risk*-style strategy game set in the late 19th Century, and you can either be a wholesome, lovable Earthling or a disgusting, baby-eating Martian. Hi-res graphics are there for the asking – as is the music from the album.

(Top) Real-time fun in *Hordes*.
(Above) *War Of The Worlds – Total Annihilation*-style action strategy.

Hordes is a fantasy role-playing game with resource management elements thrown in. In your battle for control of the kingdom of Aldamar you will use guile, cunning and even Magyck (because you can't spell properly). Also from GT is *Mace: The Dark Age*, a 3D beat 'em up in which your enemies can cheat by pushing you into quicksand, molten lava and the puzzling "electrified water". Cowardly, we call it. And finally, there's *Maximum Force*, a light-gun utilising shoot 'em up from the people who brought you the arcade smash *Area 51*: just you, your gun and 5,000 friends against a single terrorist opponent. Or was that the other way around?

(Top) *Maximum Force*: Shooting behind you isn't going to help.
(Above) *Mace*: Is that a sword in you pocket, or...

Back in the olden days

The racing game scene is, as always, alive and well with a plethora of titles to look forward to. *Grand Prix Legends* is another addition from CUC (formerly Sierra), but harks back to the Formula 1 season of 1967 when Graham Hill and Jackie Stewart were representing the UK and teams such as Brabhams, Lotus and Ferrari were building the cars. *GPL* is possibly the first ever historical racing simulation (we can only think of a historical *boxing* sim) and because it's being developed by Papyrus could be the bees knees. Supporting 3D accelerator cards, an eight player link up and a 3D 'virtual' cockpit similar to those found in flight simulators, *Grand Prix Legends* is due for release next May and looks very promising indeed.

Papyrus take us retro racing in *Grand Prix Legends*.

First sight of Tank Platoon II

At last we have screenshots of MicroProse's *M1 Tank Platoon II*. Let the world rejoice.

Remember *M1 Tank Platoon*? It was released back when PCs could barely run Windows 2.0. Now it looks like it could be making a big comeback as MicroProse prepare to trundle their new sim onto the battlefield. *M1 Tank Platoon II* looked pretty stunning at ECTS this year and makes the original game look like the teetering old codger it is. With bang up-to-date graphics, including 3D card support, *Tank Platoon II* will contain the same great mixture of simulation and strategy that characterised the original. As commander, you will be able to issue orders from either on high or from any position within your group and you will even be able to take the gunners seat, call for air support and direct a wealth of supporting units. Campaign theatres will stretch from Korea to North Africa and the game will even boast a WWIII scenario on top of that. Single, co-operative and head-to-head modes will be included. Info-spoons and web-heads check this out: **http://www.microprose.com** for more information.

adding quests, weapons, objects, spells and artefacts to 20 new monsters which you must beat to death using new hand-to-hand combat techniques. There are also 30 new magic items and five 'unique' spells (one of which enables the player to 'warp' to the nearest dungeon exit). Finally, The Monk is an additional character class and owner of a mix of abilities absent from others. *Hellfire* is also known as something elderly men say when angered by youngsters.

Activision, believe it or not, are using a new, improved version of their *Interstate '76* graphics engine for *BattleZone*. But don't hold that against it.

A kick up the '80s

Remember the time when you could play in arcades all day on a single ten pence piece? Well, it's time to relive those halcyon days with Activision...

Yes, this is *BattleZone*. It may not be the *BattleZone* we are all familiar with, but it does retain the simple gameplay style of the original.

PC Zone **first bore** witness to Activision's latest (and arguably greatest) licence to elder games at E^3. Fat use, as we were sworn to secrecy until now, with the announcement that *Asteroids* and *BattleZone* will be available early in 1998. For the pups among you, Atari were the purveyors of the arcade originals in 1980 and 1981 respectively, both being 'shoot 'em ups' with wireframe graphics and innovative control methods (one a fader light switch thing christened 'The Paddle,' and the other a combination of two joysticks). Despite these ludicrous controls and the lack of both colour and/or gouraud-shaded polygons, *Asteroids* and *BattleZone* are unquestionably two of the best-remembered and infuriatingly playable games ever to grace the arcades. Having seen *Pitfall* and *Zork* do well, Atari say of Activision: "We're pleased to be working with a fellow pioneering founder of the videogames industry." A bold but ultimately cast iron claim for those who remember Activision's affiliation with the Atari 2600 all those years ago.

We've only seen *BattleZone* so far, but can vouch that it looks very impressive in places. Naturally, the graphics have improved quite a bit, but there's also the addition of *C&C*-style troop building and resource management. On top of this the terrain can be altered to include earthquakes, volcanoes and craters, and – most important of all – the addition of 30 differing types of enemy and 25 individual weapons points to a real update of a classic arcade game rather than just a nostalgic photocopy. Expect a preview of both very soon.

This is the beginning...

The beginning of a new movement

MAGIX music maker starts a new movement in music, and everyone can achieve stardom. Anyone can discover adventures within their creativity. Together we will discover new dimensions of creative worlds.

MAGIX new movement

MAGIX music maker concept

The MAGIX music maker concept

The concept is simple: Combine music, video and graphic samples in the 16 track arranger with your mouse. Drag & drop, that's all there is to it - excellent music and video clips that you can also tune up with numerous effects.

£ 39.99

Worldwide test winner!

Add-on CD ROMs

The Soundpools

Fast success in the style you want

£ 19.99

MAGIX music studio 3.0

Your professional sound studio

includes a high-performance MIDI sequencer with 128 MIDI tracks and 8 digital audio tracks as well as a 8 track hard disk recording programme with a large number of effects and editing functions - two programmes in one box.

£ 39.99

Available at major computer and record stores

http://www.magix.net

Special Edition MAGIX music maker with each MITSUMI-CD-ROM drive.

Click your own hit!

pcz

Win one of 10 MAGIX music makers 3.0

Fill in the coupon, stick it on a postcard and send it to MAGIX Entertainment, 212 Piccadilly, London W1V 9LD

Name Date of birth

Street

ZIP/City

Phone Email

Organiser's decision is final. No correspondence will be entered into.

DATAPAD

Interplay signs Croft's creators

In one of the most significant industry deals since Eidos got John Romero to sign on the dotted line, Interplay Productions have snapped up the creators of Lara Croft and are setting a 1999 release date for *Leviathan*, the first game in the multi-title deal. Toby Gard and Paul Douglas broke new ground with the classic arcade adventure *Tomb Raider*, and following the massive worldwide success were inundated with offers from top software houses. Their reasons for signing with Interplay were, according to Gard, the desire to "work with a publisher who really appreciated games and was truly global, with both distribution and market strength."

THE MAN WHO KNOWS

It's showtime! Or at least it was, when the assorted magnates and minions of the games industry gathered at London's Kensington Olympia for the European Computer Trade Show. TMWK brings you this harrowing report.

The organisers are claiming it was the biggest ECTS yet, with some 20,000 people in attendance. Predictably enough, the **Eidos** stand attracted more than its fair share of attention, thanks to their tried and tested technique of paying attractive ladies to parade around in provocative clothing. **Lara Croft** herself (aka **Rhona Mitra**) was showing off her new breasts, but also posing for polaroids with sweaty suits and hormonally-challenged staff writers was the stunning **Vanessa King**, lately of L!VE TV's *A Game Of Two Scarves*. Mind you, she looked a lot better in a Chester City shirt. **Acclaim** followed a similar route, with one of their hired bints managing a passable impression of Sharon Stone in *Basic Instinct*. I think you can guess the bit I mean. **Gremlin** did their best to deter people by continuously playing the vapid, hateful, substanceless song **Men In Black**, promoting the game of the film of the same name. **Virgin** also employed a unique method of repelling visitors, spending £750,000 on a futuristic **Blade Runner**-style stand that was so hot as to prevent a stay of more than a few seconds without sweating like a bison.

Between constantly battling to avoid people that I really didn't want to see, rebuffing ludicrous job offers, and generally pissing about, lowlights included paying £4.50 for an 'exotic baguette' consisting of an oversized hot dog roll housing a slab of rubbery cheese, half a tomato, and coleslaw that could quite easily have been used as wattle and daub. Dirty filthy thieving robbing gipsy pikey bastards.

Some consolation was to be found at the after show parties, although tickets for many of them proved rarer than rocking horse shit. A pleasant early evening loosener was provided by **Men In Kilts** ("protecting ECTS from the scum of the games industry"), hosted by The Scottish Games Alliance, an amalgamation of developers **VIS**, **DMA**, **Inner Workings**, **Creative Edge**, **Red Lemon** and **Visual Sciences**, who generously laid on a selection of fine whiskies with optional Irn-Bru mixer. Bona fide kilt wearer **P Dominik Diamond** was in evidence, sporting a cut on his nose, having walked into a glass door at the Kensington Hilton the previous night. Meanwhile, rumours of a new series of **GamesMaster** abound, with Diamond graciously offering his services on the simple proviso that his wages are doubled.

Sony made few friends by forcing people to queue for over an hour for no other reason than to provide a lengthy queue, thereby making Sony look popular. Naturally, this proved no problem to a man of my status, although a further ticket had to be acquired by assuming the persona of a Merseyside tout, hissing "Any shpares?" to arriving guests. Thanks anonymous donor. Once inside, the party was largely populated by retailers with shirts tucked firmly into their slacks. Entertainment was provided by **Björn Again**, the hilarious Abba tribute band (aka tired cabaret act, popular at student balls). The crowd were up for it though, with many revellers clearly unfamiliar with the concept of a free bar, to the extent that one stagediver neglected the fact that nobody had any interest in catching him. The food and beer flowed readily, although locating the toilets in a carpark down three flights of stairs proved unpopular with those in regular need of powdering their noses.

The final port of call was the **BLT** party, which had nothing do to with a popular sandwich but was in fact the result of a Bizarre Love Triangle between traditional rivals **Virgin**, **Ocean** and **Interplay**. A dodgy Blues Brothers-style band was brought in to appease the Europeans, but once they'd gone the tunes picked up with a selection of Old Skool hip-hop. **Shiny Entertainment's Dave Perry** was spotted cutting a rug before disappearing in a ludicrously long stretch limo.

Sierra also laid on a bash of some repute in Fulham, but I'm buggered if I'm going sarf of the river at this time of night.

Europress go Plane Crazy

Inner Workings, the Glasgow-based development team behind *Plane Crazy*, have signed a publishing deal which means the game will be released by Europress. We've already told you about the game on a number of occasions, but there's always one or two who aren't paying attention and sit staring out of the window thinking about sex (yes, you at the back with your hands in your pockets), so here you go: *Plane Crazy* is a 3D stunt flying-cum-racing game fought out in the vast blue empyrean above our heads. In planes. It's coming out next Spring. And it looks like it might be good. Got that this time? Splendid.

Coming along very nicely indeed – Inner Workings' *Plane Crazy* has finally found a home.

So Postal it is then

Once upon a time you were a happy little mercenary, dashing about the world shooting the shit out of everything like in *Syndicate*. Then you decided you wanted to hang up your AK-47. Unfortunately, however, your former employees would rather you were dead. You "know too much". So you're stuck in an isometric world similar to that seen in *Syndicate*, blowing things up in a similar way to that seen in *Syndicate*.

Postal (formerly known as *Loose Cannon)* from Take 2 (formerly known as Gametek) looks like being, well, a bit like *Syndicate*.

You read it here first

A few last bits and bobs to fill you in on before we head off down the pub to celebrate the end of this issue...

News just in of Sega's new PowerVR-based console – due sometime towards the end of next year – games for which will apparently run on a PC straight out of the box. Nothing concrete has been announced yet, but industry insiders say that the console will utilise a stripped-down version of Windows CE (as found on some of the latest palmtops) and will be 128-bit by design. We'll have more info for you as news comes in.

Other stuff? Two more add-on packs for *Interstate 76* are on the way from Activision – *Mercenaries* and *Nitro* – details of which are thin on the ground as we go to press.

Interactive Magic are releasing an add-on pack for their recent title *iF22 Raptor*, called *The Peace Keeping Missions*. Rest assured there will be little peace kept when we get our hands on it. Also from I-Magic comes news of *Liberation Day* – the follow-up to the awful *Fallen Haven*. *Liberation Day* looks far better than its predecessor though, but we'll reserve judgement until we've played the final version. We'll have first shots for you next issue. Until then – byeee!

The empire has fallen... chaos sweeps the land... now the mighty Warlords arise for the final battle

"Supreme fantasy action game"
PC Gamer August 1997

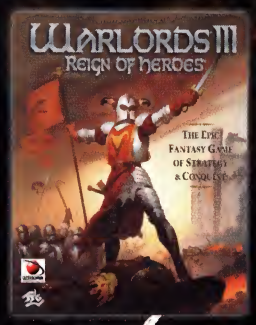
WARLORDS™ III
REIGN OF HEROES™

Build a new Empire from the ashes of a land ravaged by the Undead. Combine cunning strategy with formidable battle skills and powerful magic in a contest to become the supreme Warlord.... or be crushed beneath the enemy's merciless heel

Best Buy, 4/5

"Dungeon Keeper aside, Warlords has to be one of the most engrossing games this year!"
PC Guide - *September 1997*

"Put simply, Warlords 111 has the best AI we've seen this year - and maybe in any year"
PC Gaming World - *July1997*



- *Enemies observe tendencies with a powerful AI, then devise unique strategies to decimate you*
- *New simultaneous mode reveals each player's action in real-time via Internet, modem, IPX network or e-mail*
- *Multiplayer support for up to 8 players through Red Orb Entertainment's dedicated game-matching service, Red Orb Zone™*
- *Configurable game options and random map generator let you create unlimited new battle scenarios*
- *Detailed graphics, terrains and maps*
- *Other new features: Over 80 animated warriors, new spells to cast and many more hero and battle reports than ever before*

Prepare for Battle

Copyright ©1997 Strategic Studies Group. All rights reserved. Warlords is a trademark of Strategic Studies Group. Reign of Heroes, Red Orb Entertainment, Red Orb Zone and Broderbund are trademarks and/or registered trademarks of Broderbund Software, Inc. Red Orb Entertainment is a division of Broderbund Software, Inc. All other company and/or product names are trademarks and/or registered trademarks of their respective manufactureres

PC CD-ROM

Available August 1997 www.warlords3.com

HOT Shots

It's that time again, when we fill you in on what's happening in the wild and wacky world of PC game development. This month: the best *Quake* 'total conversion' we've ever seen, a promising new adventure, and the latest on *Prey* from 3D realms.

X-Men Quake (Marvel Interactive)

Unable to produce any kind of decent game within their own universe, Marvel Comics' favourites *The X-Men* have turned to one of the most popular games of all time to try and garner success. The *X-Men* 'Total Conversion' for *Quake* (first mentioned last issue) pits the world's most popular mutants (besides Gary Bushell) against long-time nemesis *Apocalypse* in the first officially licensed TC to appear. Put together by Zero Gravity Entertainment, a gang of die-hard X-Men and *Quake* fans, *X-Men: The Ravages Of Apocalypse* features the full X-Men line-up, from Storm to Cyclops and Wolverine and is due for release towards the end of the year. We'll have a meaty preview soon, but until then have a butchers at these amazing new shots.

Alien Earth (Melbourne House)

Just in are these exclusive new shots of Aussie developer, Melbourne House's, *Alien Earth* – the official follow-up to their mega hit *Shadowrun*, released some years ago on Nintendo's SNES console.

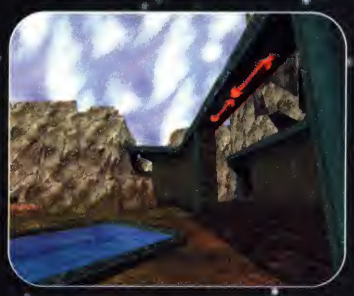
Like the original, *Alien Earth* will feature cyberpunks, mutants, 'jacking' (a process which sees the player 'plugging their brain' into computers to hack them) and tons of gun-toting violence.

Melbourne House are keeping tight-lipped about a UK publisher and all we can get from EA (Beam Software's current publishing partners) at the moment is "Alien what?". We'll bring you more when they come to their senses.

The Prey Universe

We've been waxing lyrical about *Prey* since we first saw it at E3 – it really does look very special indeed – and here, in the form of an update, are brand new, exclusive shots showing the latest incarnation of the game.

"The largest shot here is of the Trocaran mothership," says project leader Paul Schuytema, "which is a massive spaceship roughly three times the size of Earth." The Trocaran mothership is where the majority of *Prey* gameplay will take place. "It has a massive planetary surface area," says Paul, "complete with mountains and an atmosphere. So even though the game takes place on a 'ship' there will be exterior environments to explore as well." Shounds shpiffing.



Prey (3D Realms/GT)

The Creditor

"What you see on screen," says Paul Schuytema of the *Prey* editor (dubbed the *Creditor* – which is a pretty cool name), "is a working model – more of a proof of concept model. The character is Talon Brave, who's the guy you'll assume the role of in the final game. This is not a textured mock-up either, but a representation of the surface fidelity of our in-game models – the detail level of the texturing just rocks!"

HOT Shots

I-War (Ocean)

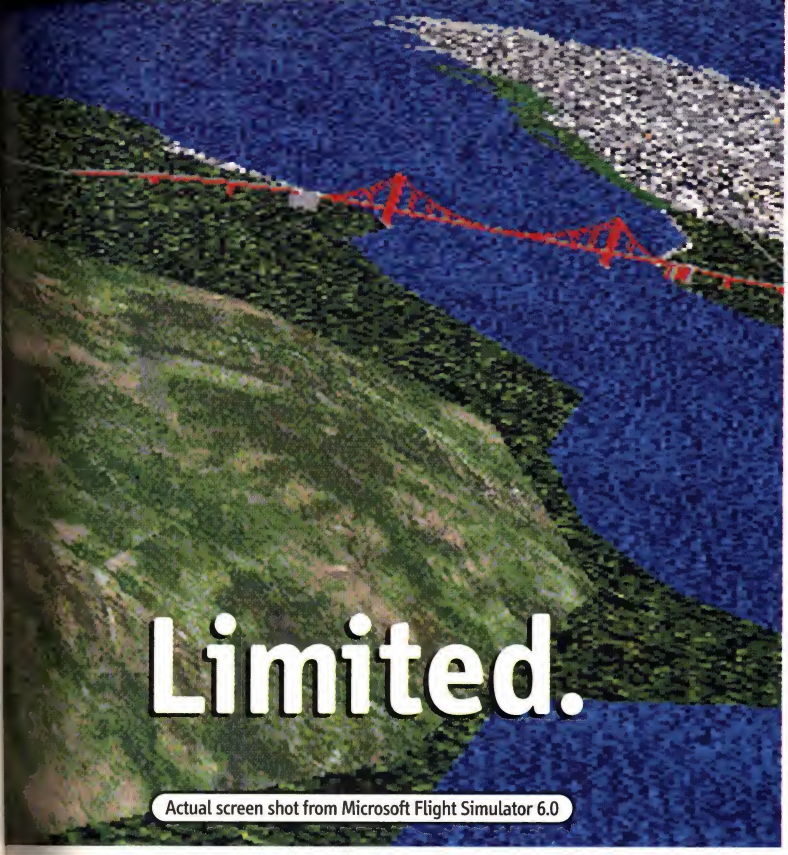
Now snappily known as *I-War* (rather than the previously monikered *Infinity War*), Sheffield-based Particle Systems' cool-looking space blaster could be described as a cross between *Privateer 2* and *Darklight Conflict*, with a bit of *Inferno* thrown in for good measure. Apparently, *I-War*'s style of play will demand "logical puzzle-solving, imagination, flair, bravery and cunning, as well as mean dogfighting skills", so says this here press blurb. But who cares about that now, when there's only these fabulous screenshots to oggle at? Bring it on!

HEDZ (Hasbro)

VIS Interactive's highly original *HEDZ* has been delayed by a month, but should still make the shelves in time for Christmas. This will come as a relief to publishers Hasbro, who are also considering launching a range of toys on the back of the game.

For those who missed the recent news story, *HEDZ* stands for Heads Exchange and Deploy Zone, which is exactly what it says on the tin. Each player has an arsenal of five heads, selected from a choice of many. The various interchangeable heads all have different characteristics, and players use them against each other, the winner claiming the heads of the defeated party.

Played over a selection of stylised venues, it heralds a return to solid gaming principles, and is comparable to such timeless classics as marbles or conkers. We've sniffed out the very latest shots – and here they are. Right here, right now.



The best just got better! Introducing Flight Unlimited II. The most realistic flight experience ever in a PC simulation.

FLY THROUGH A SKY FILLED WITH COMMERCIAL, CIVILIAN AND MILITARY AIRCRAFT. REAL-TIME COMMUNICATION BETWEEN YOU AND AIR TRAFFIC CONTROL GETS YOU THROUGH THE JAM.

EXPERIENCE 25 HEART-POUNDING ADVENTURES, INCLUDING DODGING TWO F-16S WITH THE LICENSE TO KILL WHEN YOU VIOLATE RESTRICTED AIRSPACE.

AT THE CONTROLS OF THIS DEHAVILLAND BEAVER SEAPLANE,YOU CAN TRY SOMETHING TOTALLY NEW IN A FLIGHT SIM— LAND ON WATER.

Throw everything you know about flight sims right out the window. Because Flight Unlimited II takes the realism and thrill of simulated flying to a higher plane. Over 11,000 square miles of incredible San Francisco Bay Area terrain accurately modeled for the most precise detail ever in a flight sim. The most advanced weather effects—rain, lightning, cross wind and more. Visual and instrument navigation. Six of the coolest civilian aircraft, including the legendary P-51D Mustang. Whether you're a high-flyin' veteran or just getting off the ground, check out the sim that sets the standard once again.

Beechcraft
Baron 58

North American
P-51D Mustang

FLIGHT™ UNLIMITED II

DeHaviland Beaver
DHC-2 Seaplane

Piper
Arrow 200

www.lglass.com

LOOKING GLASS TECHNOLOGIES.

Flight Unlimited II ©&™ 1997 Looking Glass Technologies, Inc., Cambridge, MA. Flight Unlimited II and Looking Glass are trademarks of Looking Glass Technologies, Inc. All rights reserved. ©&© 1997 Eidos Interactive Limited. All Rights Reserved.

EIDOS INTERACTIVE

PC ZONE our price

CHART Predictions

Welcome to *PC Zone*'s version of *The Chart Show*, sponsored by Our Price. Each month it'll feature the titles we think will be flying off the shelves in the coming weeks, and it will also play host to exclusive news and competitions.

THIS MONTH SEES ANOTHER GREAT OFFER FROM OUR PRICE – THE SIERRA ORIGINALS promotion. From 29 September 1997, if you buy any Sierra Originals title from Our Price, you could find yourself walking out of the store with a second title completely free. This 'buy one get one free' offer is available on 16 titles including *Cyberstorm, Outpost, Nascar* and *3D Pinball* – so get down to your local store and check out the games section now!

All the titles in the promotion are on offer for just £9.99, except *PQSwat* which costs £12.99. If you're looking to boost your PC games collection, then this is the ideal way to do it at a minimum cost. For more details on the complete Originals range, check out last month's Budget Zone.

Finally, to take part in this month's Our Price Top 10 prize giveaway, just put pen to paper, answer the question below and send it in to: *PC Zone* Our Price Competition CPCZ711C, Bradley Pavilions, Bradley Stoke North, Bristol BS12 OBQ, UK.

Our Price Question:
How many tracks are there in *Sega Rally?*

Rules and restrictions: All entries must be received by Monday 20 October 1997. No correspondence will be entered into. The editor's decision is final and the winners will be notified by post. All other usual restrictions apply.

1. **QUAKE II** (Activision) £29.99
2. **HEXEN II** (Activision) £29.99
3. **AFTERMATH: RED ALERT MISSION DISC 2** (Virgin Interactive) £14.99
4. **CONQUEST EARTH** (Eidos Interactive) £29.99
5. **SEGA RALLY** (Sega) £29.99
6. **ULTIMATE SOCCER MANAGER 2** (Sierra) £9.99
7. **CARMAGEDDON** (SCI) £24.99
8. **DUNGEON KEEPER** (Electronic Arts) £29.99
9. **LITTLE BIG ADVENTURE 2** (Electronic Arts) £29.99
10. **ACTUA SOCCER** (Gremlin Interactive) £7.99

DISCLAIMER: The Top 10 printed is correct at the time of going to press but positions, titles and prices may vary throughout the month.

IT'S TIME TO GET TANKED UP!

Overhead the bombers are whining, on the ground the enemy infantry is continuing its relentless advance. It's time your hi-tech assault tanks took the fight to the enemy. Uprising delivers total war immersion in a heart-pounding mix of military simulation and strategy gaming. With over 30 challenging missions, incredible speed and breathtaking 3D realism you'll want to be armed and extremely dangerous.

UPRISING

Ubi Soft
ENTERTAINMENT
http://www.ubisoft.co.uk

©Ubi Soft 1997. Ubi Soft Ltd., Vantage House, 1 Weir Road, Wimbledon, London, SW19 8UX

To make
we

DEPARTMENT OF THE AIR FORCE
HEADQUARTERS UNITED STATES AIR FORCE
CLASSIFIED
ALL INFORMATION CONTAINED
HEREIN IS TOP SECRET
M6
M22

a flight-sim this real, really did our homework.

In a highly classified project, Lockheed and Boeing are vying to build a new generation of jet fighters. Now we've got hold of the blue prints to design prototypal flight sims. Every nuance of these ultra challenging jets have been captured. Running faster than any sim on earth and using leading-edge 3D object detail, you'll explore 10 million square miles of real terrain and intensively mapped polygonal cities. Plan your missions. Prepare your arsenal.

We've done our homework. Now it's your turn.

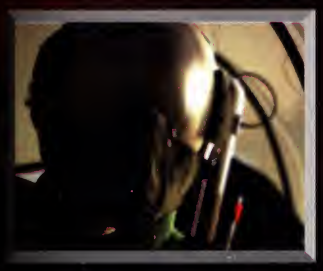
- Unique sim of never-seen-before fighters
- Developed in co-operation with Lockheed and Boeing
- Authentically detailed VR cockpit
- Incredible terrain and 3D object detail
- No fixed path missions
- 10 million square miles of accurately modelled terrain
- 4 scenarios of battle
- The latest in stealth and weapons technology

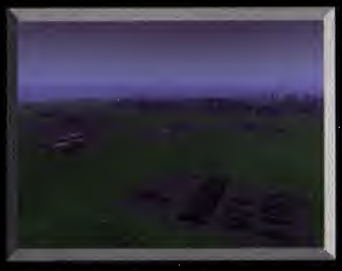
"previously unseen levels of realism"
- Edge Magazine

"Drop dead gorge'.....I'm in awe"
- PC Gamer

"a breathtaking depth of vision"
- Edge Magazine

"Looks absolutely astounding (and we mean that without any exaggeration whatsoever)"
- PC Gamer





JOINT STRIKE FIGHTER

JSF

INNERLOOP

EIDOS INTERACTIVE

©1997 Innerloop. © & ℗1997 Eidos Interactive. All Rights Reserved

IF IT'S IN THE

PATRICK McCARTHY IS SO SICK OF THE SIGHT OF SPORTS GAMES, HE'S THREATENED TO KILL HIMSELF IF WE GIVE HIM ANOTHER ONE. WE'RE SO SICK OF THE SIGHT OF HIM, WE GAVE HIM FOUR. AND THEY'RE ALL FROM EA SPORTS.

THINK BACK A FEW YEARS AND A LIST of the classic sports games, across all formats, would have run as follows: Sensible Soccer – far and away the finest football game (with the Amiga version standing alone); John Madden Football, which represented the best American football game; tennis was catered for by the wonderful Super Tennis on the SNES; and no other ice hockey game could hold its strangely-shaped head high in the company of EA's NHL Hockey.

The thing about these four in particular, which made them all-time classic sports games, was that you didn't need to know about, or even be interested in, the sport to play them. You'll notice that there are two games from EA Sports. Now try updating the list to today's games. For football, although *Sensi* still holds a place in our hearts, nothing comes close these days to *International Superstar Soccer* on the N64. Tennis... well, you could argue about it, but *Super Tennis* is still, after all these years, pretty hard to beat for its 'pick up and play' factor combined with depth the more you play it. But the other two are the same: *John Madden* and *NHL Hockey* are still the two to beat in their respective fields, which is pretty good going for one company. (Especially if you add *FIFA Soccer*, battling it out with *Actua Soccer* for the 'Best Football Game On A PC' award.) But it's also something of a problem for games journos, who have to keep giving the bloody things good scores. After all, isn't it a case of basically the same game coming out year after year, with the odd graphical tweak? In short, are EA Sports just a 'sequel company'?

Neil Thewarapperuma (known, understandably, as Neil T) is the European marketing manager for EA Sports. We put 'The Sequel Theory' to him.

PCZ: How do you respond to the charge that EA Sports is basically just a sequel company, churning out new versions of the same games each year regardless of whether or not there's anything new to offer people?

Neil T: Since 1992, we've produced many new versions of our sports games on an annual basis, but every year the aim's been to simulate the sport as closely as possible, utilising state-of-the-art hardware and software technologies available at the time to advance the gameplay. Although it may appear that we 'churn out' new versions each year, every product we release is designed to be a significant improvement over the previous version. For example, the original Mega Drive *FIFA International Soccer* won a dozen different 'Game Of The Year' awards, but if you compared it to current versions you would see significant speed and gameplay improvements.

> "EVERY YEAR THE AIM'S BEEN TO SIMULATE THE SPORT AS CLOSELY AS POSSIBLE, UTILISING STATE-OF-THE-ART HARDWARE AND SOFTWARE."

PCZ: Is the range of games more or less set in stone, or is there a chance you might ever take on a new sport? Say, Tennis, for example...

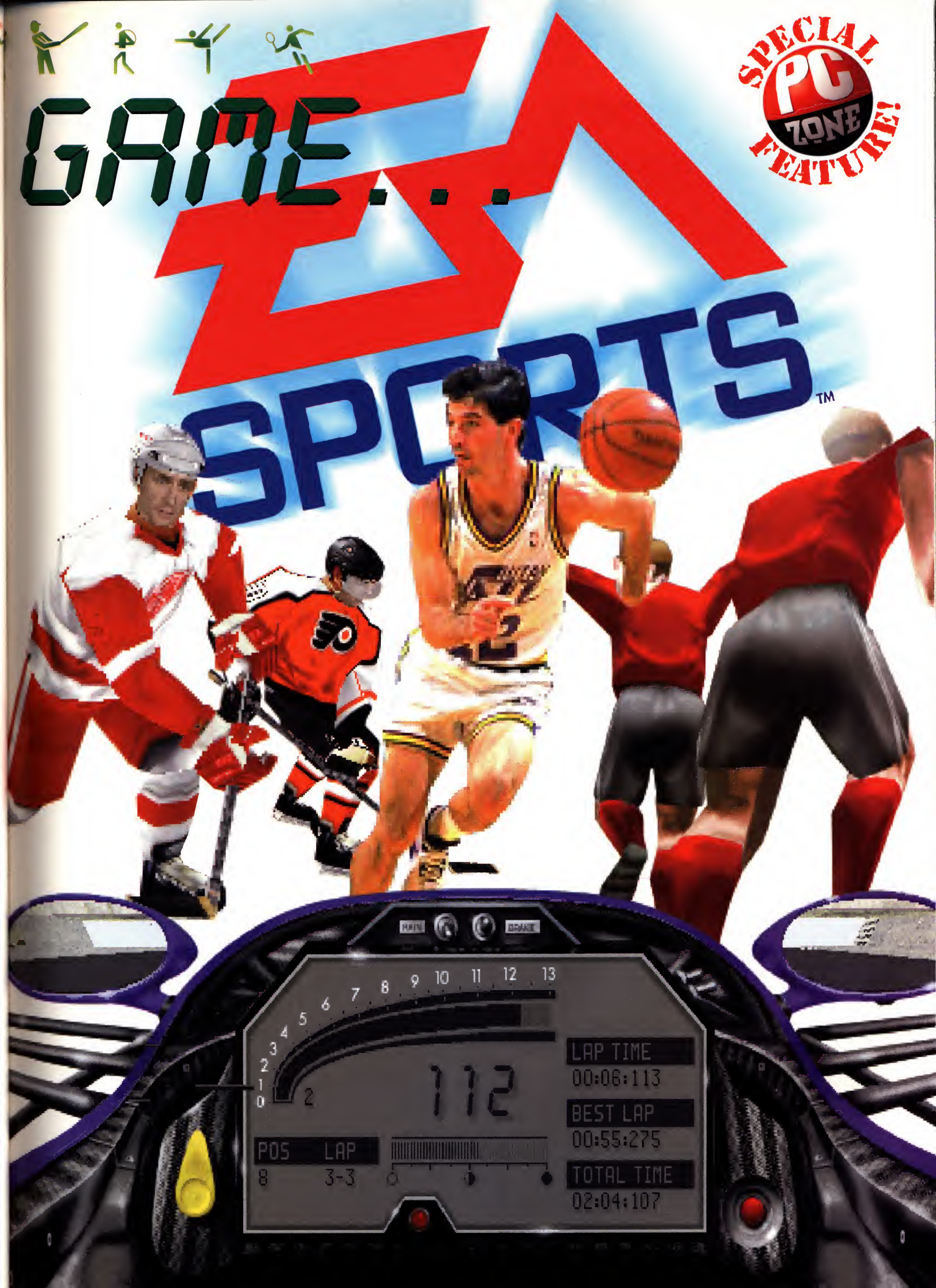
NT: We've produced a fairly wide range of sports games over the years, to varying degrees of success. The main criteria for deciding whether to publish a game or not is whether people want to buy it. Some sports we've branched out into over the years simply haven't sold very well. We did produce a tennis game a few years back and we're considering a number of (*cont on page 36*)

Andretti Racing: **He won't think his blue car's so pretty when I nudge him into the wall and he bursts into flames.**

NHL Hockey: **Ever the crowd-pleaser, Norris was fond of showing off by stopping slap-shots with his penis.**

GAME... ZONE SPORTS™

SPECIAL FEATURE! PC ZONE



FIFA - ROAD TO WORLD CUP 98

(Above) Quick! The camera's behind us! Stick your arse out! (Right) Is it Carlos Valderrama? Or is it the hero from *Interstate 76*?

FIFA 97 faced something of a backlash with people laying into it all over the shop. Depending on which magazine you read, it was either a marginally improved game from the year before, or a pus-ridden, rotting testicle ripped whole from the semen-stained shorts of Satan. (Mind you, that review was in *The Watchtower.)* Despite the bad reviews however, it sold by the metric tonne as usual, although a lengthy re-evaluation process did follow.

"I was concerned at the reviews," says Neil Thewarapperuma, "so I instigated the biggest research programme EA have ever carried out, with focus groups in London, Manchester, France, Germany, Spain and Sweden. One of the biggest surprises was that people seemed happy with the game, but we did establish key improvements that people wanted to see."

As a result of this, they've gone one step further this year, with a 'testbed' version of the software featuring wireframe players on a black background to assess the game engine. "This year we're concentrating on the gameplay. Without the pitch, stadium, or player graphics on screen and with no sound, we can get feedback without the gamers being swayed by presentation, or even the name," explains Neil. "We're running the focus test with people over a six-week period at the moment, with the gamers attending once a fortnight. Comments are noted each time and the game is tweaked. Only at the end of the six weeks will they see the fully built game."

(Above) Some interesting screenshots that show you the full range of diversity available within EA Sports' menu structures.

SO WHAT'S NEW?

The big new thing is tied in with the name: you can set out to qualify for the World Cup Finals in France – as nightmarishly difficult and insanely convoluted a prospect as the real thing, regardless of which federation around the world your chosen team is in.

Gameplay-wise, it runs faster than previous versions and the controls have been simplified (non-touch-typists should now kneel and face Langley Business Park in thankful homage). Hopefully, this means that the word 'intuitive' will now, finally, enter the vocabulary of *FIFA* reviews. The physics model's been improved, so that when you head or volley the ball, you'll actually hit it with a bit of power – unlike in the previous version of *FIFA* which had you tapping gentle aerial shots goalwards with all the conviction of someone eager to provoke allegations of involvement with a Far Eastern betting syndicate.

I SUPPOSE IT LOOKS NICER, TOO?

Why, yes it does. Graphically, they've kept David Ginola to 'be' himself in the motion capturing (no doubt pottering about ineffectually on the wing, and occasionally falling over injured – Spurs fans everywhere rejoice). But they've used a different professional player for every other position, so defenders move like defenders, wingers like wingers and so on. This overlooks the fact that England defenders have to move like carthorses, but there you go...

Taking a leaf – actually make that a branch – out of *International Sensible Soccer 64's* book, players now also have facial details like beards, different hairstyles and skin tones (younger players have problem acne) and are now of different heights. And yes, they react to being booked and missing sitters. The animation's been enhanced as well: where *FIFA 97* has two frames of animation per movement, *FIFA Road To The World Cup* has 15. EA have hired a professional kinesiologist (someone who gets paid a lot of money to watch people moving about – or as you and I know them, a 'voyeur') to ensure that the players all move convincingly in each of the 15 frames too. The things some people think of to earn a living, eh? Talking of which, Statto is providing the stats for the player database. Still, cheer up – you won't have to hear him speak. There are 180 teams in the game, so it should keep him busy for a while.

(Above) "Look at me! I'm running like a defender!" said Ian. (Above right) Sometimes it's fun to just stand around on one leg.

(Above) Creeping up behind his arch-foe, Brad prepared to perform the deadly testicular attack that had elevated him to the big leagues.

Of all the sports around, few have as many built-in, game-friendly advantages as ice hockey. For a start, there's the speed: it's famous for being the fastest sport around (apart from arm-wrestling on the roof of Eurostar). Second, there's the inherent simplicity – all you do is whack the puck from one player to another, and then slam it in the vague direction of the goal. If you miss, it bounces back and you start again. And third, but most important, there's the untrammelled violence. What other sport encourages you to smash someone in the teeth with a piece of wood, then trap their arms behind their back and run them bodily into a plexiglass screen, all in the name of good, sound defensive play? (Bearing in mind that Western-style bar-room brawling has yet to be officially designated an Olympic event.)

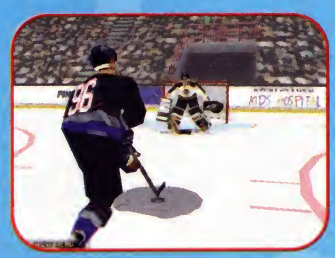
COOL AID

Face it, ice hockey is cool. And you're cool if you play it. Especially if you have a nose that lies flush with your cheekbones, a single scar for eyebrows and teeth in single figures. But let's face it, if you're not playing it already, you're never going to be any good at it. You'll never pull the chicks if you have to use your stick to stay upright on the ice. So what do you do? You play *NHL Hockey,* because it's almost as cool as the real thing. Alright, so chicks won't swoon as you hammer your gamepad buttons, but there is a reference to it in *Swingers,* where characters discuss why the fighting got taken out after the original version (the NHL objected).

Whether it's down to that mention or not isn't clear, but the good news is that the fighting's back in this version – apparently the NHL have finally figured out that 90 per cent of the fans go to see people getting their features rearranged.

Although the game wasn't finished when I saw it, it still looked mindblowing. Even the intro leaves your brain steaming. It has astonishingly detailed graphics, with or without a 3Dfx card. All the team uniforms are accurately depicted, there are reflections on the ice and 500 real NHL stars have had their faces mapped onto the motion-captured players in the game. This would count for nothing if the game didn't play well. But it does play well – and very quickly.

Some of the lesser details look superb. Players move about the ice really well and even make individual movements while they wait for something to happen; those sent to the penalty box will whack the sides of the box in frustration. With normal commentary, hugely entertaining piss-taking colour commentary and in-game music, it's just... cool. And it looks like it's going to be one of the best sports games around when it's released. If you know what you're doing, there are on-the-fly tactics to call, as developed by Marc Crawford, coach of the current Stanley Cup holders. As for the action, one of my players got checked so hard he actually went through the glass at the side of the rink. What more could you wish for?



(Left) "Has anyone dropped their head?" asked Chuck. (Above) Coaching calls can be made 'on the fly' – zip or button construction notwithstanding.

ANDRETTI RACING

This is the first version of *Andretti Racing* to make it onto the PC for many years – although it's largely similar to the PSX version which surfaced last year. And you could say it's up against it somewhat on the PC, what with *F1GP2* having the sim market pretty much cornered, not to mention about 400 arcade games out there already covering the other options. So what's it got to offer the average British PC-owning, petrol-headed, socially-inadequate geeky twerp? (Or racing fan, if you prefer.)

Well, there are the two different race modes: IndyCar, with its F1-style precision and careful nurturing of fragile body parts; and NASCAR, with its two-ton monsters going at it like Geordies in a pub on a Friday night. There's a range of street, circuit and oval tracks to compete on, whichever you choose to race in, and all the sounds for each were recorded at actual races on the circuit. It's fast and has a relatively simple car set-up menu to get to grips with, so it might well appeal to those who find *F1GP2* has too many variables. Cosmetically it's pretty good, too – the tracks look good and cars get battered about in the rough 'n' tumble hi-jinks of modern professional motorsport.

Up to eight people can race against each other over a network – which will be a huge laugh with stock cars – and there's modem link facilities as well. It supports 3Dfx, Rendition and PowerVR for lovers of graphical splendour, and there are three different camera angles and a picture-in-picture facility to check out other situations as you race.

Oh, and if you're a sucker, you can choose to have your pit team make cock-ups. How you'll laugh as you round a bend at 180mph and your loose wheel-nut flies off.

(Above left) CART racers get really big radios in their car so they can listen to C&W throughout the race. (Above right) When you run out of ideas, paint your car black.

(*Cont from page 36*) new sports. The ones with the most potential for the near future in the UK are *EA Cricket* and our new motor racing game, *Andretti Racing*.

PCZ: How about rowing? Or darts? Or what about beach volleyball? Play it right and there's got to be a Lara Croft-type angle in there somewhere...

NT: There are a few chaps here who are quite attached to www.gabbyreece.com. Not me, of course. We did publish a beach volleyball game many years ago...

PCZ: Really?

NT: Yes. But EA Sports is about 'real sports for real sports fans', not those that cross the line into 'glamour' type sports. Wrestling, for example, we would consider to be more about showbusiness than real sport, so you'd never see *EA Sports Wrestling*.

PCZ: Damn. That was my next suggestion. Can you see a time when EA Sports stops producing annual updates of their games? Or even skipping a year? Or are you onto too much of a good thing?

NT: Actually, we decided in 1995 not to release a number of '96' products, because they simply weren't up to scratch. There was no *Madden 96*, and nor was there *NHL 96*. We took a significant revenue hit in the US as a result, but we knew it was the right decision. There are a number of products in the EA Sports' graveyard that didn't meet our quality standards. If a product isn't up to standard, we won't ship it.

PCZ: What about *FIFA 64?*

NT: Well, releasing that before it was ready was a mistake. We should have waited and got it right. We're quite willing to admit to failings in product, because if we don't do that, we can't learn for the future.

Blimey. A software company that admits it's made a mistake. You don't see many of those about these days. Write it down in your spotter's book. Then read all about all their lovely new games elsewhere on these pages.

NBA LIVE 98

The new version of *NBA* carries on where last year's left off. There are groovy graphics a-plenty, an even groovier soundtrack and all sorts of little touches, such as trivia questions to keep you amused while the game's loading. As with *NHL*, 3Dfx support means all the top players have their faces mapped onto the figures in the game. And yes, apparently Dennis Rodman's hair does change – although not on a daily basis. It would have been funny if they'd seen fit to include a 'Dress-Me-Up-Dennis' sub-game, with wedding dresses and leather miniskirts to mess about with. But not that funny.

Refinements to the gameplay include dunking styles for individual players that imitate their own preferred method of slamming the ball through the hoop, and a fourth level of difficulty for those who found the previous hardest level too easy. There's also a new three-point competition. You can set up and draft players into your own cutomised leagues, with anything from four to 32 teams involved, while a new General Manager mode allows you to run a proper NBA Draft, trade players who have injuries and work to a salary cap. All the commentary has been upgraded. And *Loaded* readers will be pleased to hear the cheerleader movie sequences are better, and that there are more of them.

(Above) Three-point competitions. Competitions where you stand about shooting from a number of buckets full of balls at the three-point line.

FAIRWAY TO HEAVEN

GAME OF THE MONTH
94% "THE MOST PHENOMENAL SPORTS GAME...EVER" PC GAMER

PLATINUM AWARD
91% "ALL IN ALL, THIS IS BY FAR THE BEST LINKS GAME EVER...BUY IT" PC ANSWERS

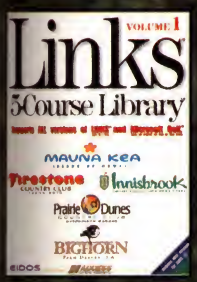
BEST BUY AWARD
6/6 "IN A WORD LINKS LS LOOKS FANTASTIC" "IT'S AN EXCELLENT GAME, WE MIGHT EVEN DARE TO CALL IT STUNNING" PC GUIDE

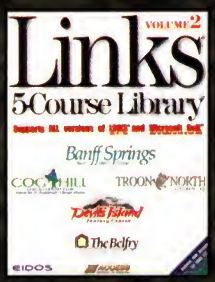
92% "IF YOU'RE IN THE MARKET FOR A GOLF GAME... DON'T BUY ANYTHING UNTIL YOU'VE TRIED THIS." PC HOME

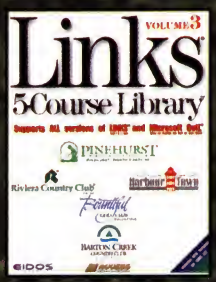
Links LS

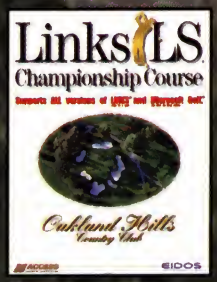
1998 Edition

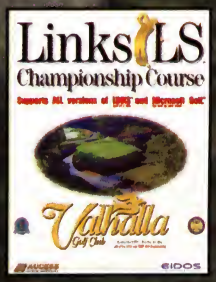
Also available:

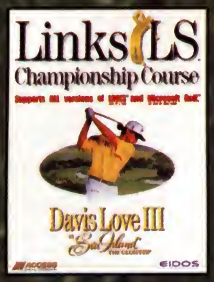












CD-ROM for WINDOWS 95/NT A Native WINDOWS 95 Application

ACCESS SOFTWARE INCORPORATED

Kapalua

EIDOS INTERACTIVE

© Copyright 1997 Access Software, Inc. All Rights Reserved. © 1997 Eidos Interactive Limited. All Rights Reserved. The image of Big Bertha on the front is used with permission of Callaway Golf. Big Bertha is a registered trademark of Callaway Golf. TrueMotion® is a registered trademark of The Duck Corporation. Pentium™ is a trademark of Intel Corporation. WINDOWS 95™, WINDOWS NT™, Direct X™ and Direct Play™ are all trademarks of Microsoft Corporation.

Oi! ...Lara Croft

Ever seen the film *Tron*? You know how that bloke got sort of 'zapped' and transported inside his computer? Well, that's what we had to do to Charlie Brooker in order to secure this exclusive interview with Lara Croft, the digital superwoman who fronts Core Design's *Tomb Raider 2*. He met up with her at her (virtual) home, sat around a (pixellated) table and asked her the following questions...

PC ZONE: Hello Lara.

Lara Croft: Hello.

PC ZONE: Um, you've got an alarming predilection for guns. Is this down to some kind of penis envy thing?

Lara Croft: Most certainly not! I need guns. Without them I'd have absolutely no chance of surviving - if you've played *Tomb Raider* then you'll see why. If there was another way of protecting myself then of course I wouldn't use my guns. I don't actually enjoy shooting animals (or people), and although I'm highly trained in a variety of combat skills, there's no way I could defeat all my adversaries with my bare hands.

PC ZONE: Speaking of guns, you've used them to wipe out countless endangered species in your games. Don't you like animals?

Lara Croft: I love animals and I must admit it's very unfortunate that I have to kill so many endangered species. The fact is that most of my travels take me to remote locations which happen to be where you'd expect to encounter endangered species. I'm afraid it's really just a case of self-preservation; you must understand that these animals are extremely savage, so it's really a case of kill or be killed.

I would also like to mention that on several occasions throughout my travels, I've noticed that some of these species are not as endangered as you might think - it's just that the areas they inhabit are so remote that nobody knows they're actually there.

PC ZONE: S'yeah, right. Anyway, it seems you're a Cover Girl now. How did it feel to be splashed all over the cover of cheek-sucking, horn-rimmed ponce-bible The Face?

Lara Croft: I must admit it was really strange to see myself, but it was even weirder to read what *The Face* said about me being the fantasy of millions! I never realised I had become so popular. I guess it's all due to the efforts of those clever marketing guys at Eidos...

PC ZONE: You're very much in the public eye. Have you ever been 'stalked' by a fan?

Lara Croft: I get stalked all the time, but certainly not by fans. The only stalkers that feature in my life are the savage animals who are out to eat me or, more recently, fanatical members of mysterious cults who will stop at nothing to prevent me getting hold of the dagger of Xian.

PC ZONE: Umm... I have to ask, but do you have, like, working 'bits' and everything?

Lara Croft: I've just been given a lovely long, fully-working ponytail that swishes around when I run and floats around underwater.

PC ZONE: What about your bosom? It's a bit pointy, isn't it? Can you lie on your stomach on a waterbed?

Lara Croft: If you'd bothered to take a closer look at *Tomb Raider 2*, you would have noticed that I have been smoothed out and rounded off very nicely, thank you.

PC ZONE: While we're on the subject - here's a corny old question: if you could change one aspect of your physique, which would it be and why?

Lara Croft: I'm entirely happy just the way I am and it's not even up to me to change anything. You'd be better off asking the boys at Core Design about that.

PC ZONE: So is there any truth in the rumour (which we just happen to have made up) that you've been offered $20,000 to pose for Playboy?

Lara Croft: None whatsoever! I would never consider doing anything like that - not even if I was desperate to fund a new adventure. It's just not my style.

PC ZONE: Sure, okay. On a different note, apart from Ms Pac-Man and yourself, it's hard to think of another female gaming 'star'. Do you believe you present a positive role model for today's 'jeunne femme'?

Lara Croft: I never actually set out with the intention of becoming a role model. All I ▶

> ***"Adventuring is my life and I can't think of anything better I'd like to do."***

What's
Your
Game?

want to do is get on with the next adventure, but it seems I have inadvertently drawn attention to myself in doing so. I'm not really in touch with the latest trends, although I did once hear a Tibetan warrior cult chanting "Tell me what you want, what you really, really want." Seriously though, as a reluctant role model, I think I probably represent the independence and courage of conviction that so many of today's younger women are already achieving, no matter what their profession may be.

PC ZONE: Right on. So what's your view on Cheryl Baker?

Lara Croft: Who?

PC ZONE: The Spice Girls?

Lara Croft: Hmm, they're okay to look at and okay when they sing, but I don't really think they should be allowed to talk.

PC ZONE: Just like the Spice Girls though, you're now a famous sex symbol. Sad sacks of friendless male flesh the world over have drooled, and doubtless spooged, over your scantily-clad form. Doesn't the mere thought of this make you feel just a little nauseous?

Lara Croft: To tell you the truth, I haven't given it any thought whatsoever – I've got more important things to think about. I doubt they would find me so attractive when I've been sleeping in dirty, smelly caves for days without a shower...

PC ZONE: Oh, I don't know about that. Do you have a steady boyfriend? Are you going out with one of the footballers from Actua Soccer, perchance?

Lara Croft: Well, I wouldn't really call him a boyfriend as such, but the Earl of Farringdon has been 'waiting' for me for a few years now. My parents had arranged a marriage between us, but after the plane crash I totally altered my perspective on life. Maybe I will settle down one day, but not until I'm done adventuring.

PC ZONE: What qualities do you look for in a man?

Lara Croft: An impressive weapon.

PC ZONE: So when you meet a bloke, right, and he's dead fit, yeah, and you fancy him, d'you make the first move, or do you wait for him to try his luck? Or what, like?

Lara Croft: Why are you asking me such ridiculous questions? You really are becoming more than a little tiresome now.

PC ZONE: Okay. My apologies for that one. If you weren't running around repeatedly shooting people and animals in the face, snaffling ornaments and back-flipping across sodding great chasms day and day out, what would you like to do for a living?

Lara Croft: Ahhh, an almost-serious question. Did you think of it all by yourself? Adventuring is my life and I can't think of anything better I'd like to do. One day, when I'm older, I'll probably write books about my adventures

PC ZONE: Do you agree with 'the glass of water is half full' or 'the glass of water is half empty'?

Lara Croft: Why do you persist in asking me these utterly futile questions? If you'd done your research properly you'd know the answer already. I hardly think I'd be who I am if I had a 'half-empty' philosophy. Do you?

"The Spice Girls are okay to look at, but I don't really think they should be allowed to talk."

PC ZONE: Yeah, but what's the point of it all? I mean, here we are, prisoners of island Earth, hurtling through Godless space with no apparent purpose to our lives. Jesus, Lara, don't you ever get just a little depressed?

Lara Croft: No.

PC ZONE: After Tomb Raider 2, would you like to appear in any different games? A beat 'em up perhaps?

Lara Croft: Do I detect a slight hint of sarcasm there? Yes, I will be appearing in another game but I'm not sure of the details just yet. And anyway, even if I did know, I'd hardly be telling you about it, would I?

PC ZONE: How do you unwind during your spare time?

Lara Croft: In between adventures I like to return to my ancestral home and start planning the next expedition. I guess that sounds a bit boring...

PC ZONE: Yup!

Lara Croft: Okay then, I like to go to the pub, catch up with old friends and I even try the occasional bit of shopping.

PC ZONE: Well that's hardly exciting... have you ever been to a rave and danced around in a bra top and stuff?

Lara Croft: Yes, I have, but it was nothing compared to the time I had to participate in an Amazonian trance ritual...

PC ZONE: What's your favourite band? If you dare to mention U2, I'm afraid we'll have to beat you long and hard with a heavy stick.

Lara Croft: It's been a long time since I listened to the radio, but I'm afraid I'll have to take that beating... I love those boys.

PC ZONE: And finally... spit or swallow?

Lara Croft: I would chew you up and spit you out for breakfast. That's a promise!

The Luscious Lara, the curvaceous Croft herself, now "smoothed out and rounded off nicely, thank you'. And with mobile hair to make My Little Pony weep.

The pleasure was all mine
love from,
Lara
x

AT LAST, A GOLF GAME WITH NO HANDICAP.

A low drive into the wind? A fade with a six-iron round a tree? An explosion shot from a deep pot bunker? You have the technology. Serious control. Serious golf. It feels perfect. And it looks perfect too. Flowing terrain, surveyed to the last inch. Fine textures down the rolling fairway to the contoured green. The bunkers raked, and 20,000 frames of animation put you in the correct stance even in the most awkward lie.

FEEL THE CLUB THROUGH YOUR FINGERTIPS. YOUR MOUSE IS POISED TO ADDRESS THE BALL. A SUBTLE OPENING OF YOUR WRIST ANGLES THE CLUBFACE. SWEEP THE MOUSE BACK, THEN FORWARD IN ONE ELEGANT MOTION. A SMOOTH AND RHYTHMIC SWING, FULL OF POWER & CONTROL. TRUE CONTACT. MOUSE ON BALL.

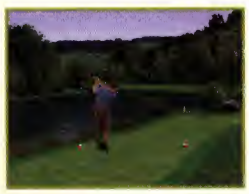
UNIQUE FEATURES.
UNIQUELY REALISTIC.

THE *Golf* PRO

Featuring Gary Player

A STROKE OF GENIUS

AND THE REST OF THE SCORE? EXTENSIVE TV-STYLE COMMENTARY, FULL INTERNET PLAY AND CHAMPIONSHIPS FOR UP TO 32 GOLFERS, 18 PRIVATE LESSONS FROM GARY PLAYER, 36 COMPELLING HOLES OF GOLF ON HILTON HEAD NATIONAL, SOUTH CAROLINA AND ST MELLION INTERNATIONAL, CORNWALL, ENGLAND. INTELLIGENT HANDICAPPING AND A RANGE OF COMPETITIONS.



EMPIRE INTERACTIVE U.K
TELEPHONE NO: 0181 343 9143
FAX NO: 0181 343 7447
WEBSITE: http://www.empire.co.uk

Hilton Head National · Gary Player · St Mellion

empire® INTERACTIVE

AVAILABLE ON PC CD-ROM

AC MILAN 1989. THE GREATEST CLUB SID

People love to bang on about the good old days.

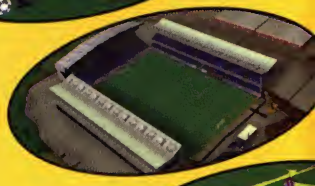
This was an awesome side, but times have changed. Football's moved on. It's moved right up to date on the PC with Soccer Nation.

The first football game to fully integrate both managerial and arcade elements.

Now anyone can build a team to put the fear of God into the opposition. Then to prove you're the best, you can play Soccer Nation On-Line against real players in organised leagues and tournaments.

Soccer Nation simply plays better and looks better than any other game on the market.

You and Soccer Nation. What a line up.



EVER ASSEMBLED.

UNTIL NOW.

Features:

- Three play modes: Arcade, Manager and On-Line*
- Unique Player-Manager arcade option within the management simulation game
- Run your club the way you want with a choice of over 4,000,000 playing styles
- Build your own personalised home stadium (from over 8,500,000 combinations)
- In game commentary from Ray Wilkins
- Unique optional On-Line head-to-head play (CD-ROM required)
- Fully organised On-Line leagues and cup fixtures – WIN CASH PRIZES

* Optional. Requires additional purchase.

Customer Services Tel: 01635 810000.
www.nationsports.com

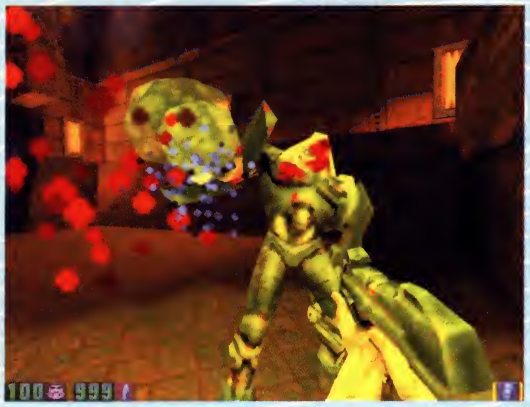
SOCCER nation™

Published by SUNSOFT™

Developed by crush!

REAL FANS DON'T STOP WHEN THE WHISTLE BLOWS

PC CD ROM



Particle explosions make for some of *Quake* II's more impressive effects. Blood has never been more disgustingly entertaining.

Quake II's weapons are bigger, better, more pointlessly destructive and more downright fun than ever before. It's enough to make you forget a BFG ever existed.

Desolate landscapes take *Quake II* beyond the enclosed interiors of the original.

QUAKE II

Ye gads. Our pleasure pylons have barely had time to recover from the year-long over-spooging that greeted *Quake*. Now we have to load up and ready our tired little soldiers for another 12-month salute because *Quake II* is almost ready for release. David McCandless has the details.

NOT VERY LONG AGO, A CHOICE SET OF PC Zone envoys travelled to sunny Texas, redneck capital of the cosmos. There we ate plate after plate of Tex-Mex cuisine and breadcrumbed goujons and drank the cats' urine that they call 'beer'. We also visited the office of iD Software, a curious black obelisk like something out of 2001, which is on a freeway 20 minutes outside of Dallas.

We walked out onto the sixth floor and entered a strange office. It was as spacious as you'd expect, but very dark and quiet, bar the humming of the air-conditioning and the odd whispered conversation. Most of the 14-strong team work in closed offices, shared with a colleague or squadron of fellow grafters. The walls are coated with glowing reviews the team has received for games such as *Wolfenstein*, *Doom* and *Quake*, and every 12 feet or so stands a cabinet bulging with awards, cups, certificates and those weird glass trophies dished out by foreign magazines.

"We've built an entire world. It's not like *Quake* – four episodes of unrelated crap – we've built a planet and a race of aliens. We have areas in the game that people can identify with – bunkers, hangars, warehouses, power stations and stuff. And then we've established missions and goals for each area. We wanted people to believe they were in a real place."

The garish colour schemes belie the complex graphical power involved in lighting so many different areas in different shades of coloured light.

This is Tim Willets talking. He's lead level designer on *Quake II* and he's doing – in the terminology of '70s TV – a 'smashing' job. The sequel is apparently a massive departure from the original, which was riled and moaned at for being '*Doom* In A New Dress', with criticisms levelled at its dull single-player game, its bad weapons balance, its dumb creatures, its uninspired BluTacked plot.

But all this has changed. The engine is smoother and faster. The sound code is better. There's coloured lighting and translucent walls and floors. There are shadows – real-time shadows. Objects can rotate on any axis and the levels are twice as big, if not in square footage then certainly in intricacy. And then there are units instead of episodes. Each unit has multiple levels, and each level has different goals and objectives. It's John Carmack, owner and coder at iD, who you should thank for all this technological advancement. "John's the pimp," says Willets. "He's so good."

Gone is the linear, level-by-level progression. In the first

(Left) Well, it's sort of a woman. I mean, you wouldn't shag it or anything, unless it was dark. Or you were pissed. Or she threatened you. (Right) *Quake II*'s marine takes time off from the killing to relax to the disco sounds of Showaddywaddy.

And with a wave of the hand and a flurry of light, Dave Marine produced a lovely bouquet of flowers from thin air. "Utter bollocks," replied Fred Marine as he blew open Dave's hand with his nail gun.

unit, for example, you're plumped deep inside the Warehouse. You can venture to the next unit, but it's pitch black and you get immediately spanked by a bunch of infra-red robots. The solution is to explore the Nuclear Core, the Coolant section and the three waste levels, searching for fuses which, when placed in the appropriate machinery, will 'turn on' the next unit and allow you to continue. "We've dropped all that 'get the key, open the door, kill the monster' stuff," says American McGee, level and sound designer on the project. "It got boring for us. We're doing a continuous universe now."

It's all so beautiful

Quake II is a beautiful game. And that's not a gushy come-on – it really is 'beautiful', aesthetically pleasing and good-looking. This is partly due to the sharpened artistic sense of the designers ("It has to look good. Every trap, every lava pit," says Willets), but mainly down to the orgiastic joys of 3Dfx-accelerated visuals. Well-drawn true colour textures are smoothed and shadowed to perfection. There's none of that messy eight-bit spaghetti of yore. And – oh mummy – the coloured lights. If you want realism, mood, foreboding and the visual addictiveness of a lava lamp, gawp at the screenshots and imagine them moving.

"With coloured lighting you can convey all sorts of things," says American McGee. He's showing us DM4 version 2, the *Quake II* incarnation of the popular deathmatch level. "You can make it look cool, damp or hot." He walks through a door to a junction. One passageway exhibits a faint red glow. "You see? You can tell straight off that that's a bad place to go, just because of the colours." We are scared. Very scared.

The boys have also been hard at work improving the synchronicity and sense of the levels. Instead of *Quake*'s mindless mix of the medieval and mechanical, the levels are now moulded on their intended location.

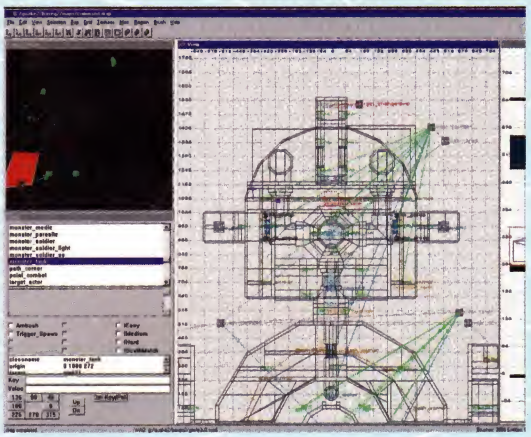
"We let the natural formations control the overall architecture of the world," says Willets. He's showing me an early level in the game, the Detention Area. "The first part is very blocky with huge cubes and blunt angles, but then the rocks slowly appear as you descend into the earth. We start mixing the man-made with the rock."

Product details

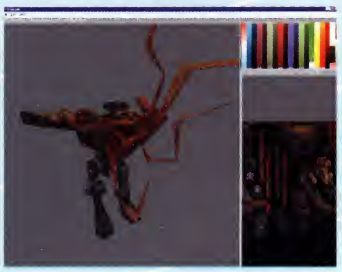
Developer: iD
Publisher: Activision
Website: www.activision.com
Release Date: November

There's a far more metallic feel to *Quake II*, with almost every enemy creature having some kind of metal-plating motif or cybernetic implant.

Coloured lighting effects are just a small part of the enhanced graphical experience and really help to increase the intense atmosphere.



The classic *Quake* architecture is still just as evident in the sequel, with painstaking attention to detail going into the map editors.



The level of detail in the sprites makes the original game's creatures look like they were drawn on a ZX Spectrum.

The monsters follow the mantra for *Quake II*: "Nothing from the original will exist in the sequel." To this end, there is now a whole set of new cyber-biological bipeds to thwart your progress through the levels. All are exquisitely animated with the new interpolation feature of the engine, which means more frames and smoother motion – plus more than 500 polygons of detail compared to *Quake*'s 150. The Grunts, for example, are now available in three strengths and look like gladiators with huge angular faceplates and thin bodies. In one of the death animations, a Grunt falls to the ground and struggles to get up again. He strains and strains and strains and then finally slaps back down to the ground, dead. Fantastiche, as the Germans might say.

The screenshots say it all really, monster-wise. Big berserkers, gunners and the Vore-like tank with a shoulder-mounted rocket launcher. More important, though, is the new artificial intelligence pumped into these angry little bots. Not only do they now duck, but they get kinda well, pissed off, and if you spill their pint they'll happily follow you all round the level. They'll also avoid the dumb-ass walking-along-a-path routine from *Quake*.

Willets showed us this section where he was hiding behind a crate with a monster patrolling the darkness beyond. He jumped up slightly and made a sound. The Grunt reacted instantly, whipping around and almost sniffing the air. He mooched around for a second looking for the source of the sound, and then resumed his walking with a suspicious air. Very creepy. Very cool.

Big guns

There's now an open-ended inventory system for carrying useful objects and spots for eight weapons, which should make upgrades and alterations more seamless than *Quake*. Not that you'll need them though. The *QII* weapons kick proverbial ass. The first few are the usual ballistic delights – a blaster, chain gun and uber-powerful shotgun. Then you get a grenade launcher, a kind of rocket launcher, and the rather cool Disintegrator which de-phases your opposition, rendering them transparent with one shot and non-existent with two.

The weapons have also been relocated to the right of the screen, instead of their usual upfront genital location, and feature all the pyrotechnic particle effects seen in *Turok* on the Nintendo 64. Oh, we simply cannot wait for deathmatch.

"We don't play deathmatch – I haven't played in two months," says Willets. "Come six o'clock we're still working."

American McGee still has his finger in the pie, so to speak. He's working on the deathmatch feel. "It's going to be great. Now you'll be able to see what the other guy is carrying as a weapon – people have been asking for that since forever. I'm planning to add tons of little things to deathmatch maps, stuff like lowering lava, translucency, rotating objects. And for the first time, thanks to windows, you'll be able to see people and not kill them."

Rocket-jumping will still be evident, even though the iD boys didn't invent it. "Yeah, that was something we weren't aware of until somebody showed us."

The sound of music

McGee is also responsible for the sound and music. Contrary to popular myth, Trent Reznor of Nine Inch Nails had no involvement in the sound effects in *Quake* – it was McGee. The famous gargling 'euuugghhh' death sound and the legendary 'tonk' of pineapple on cobblestones all emanated from McGee's twisted imagination. And naturally, he's got some rather awesome new effects for *Quake II*.

"The sounds in *Quake II* are entirely different to those in the original. The Disintegrator, for example, has this cool 'phoom' sound. I went up onto the roof, loaded a firework into this long pipe, set it off, and recorded this excellent sound. For another effect, I merged the roar of a jet taking off with an explosion and a lightning bolt. And for the underwater explosion I wrapped a condom around my microphone and stuck it in the hot tub."

The whole game has this menacing ambience. As you stroll around, pooing yourself, you can hear lava bubbling, the wind moaning, machinery clanking in the distance, and the familiar yet disconcerting 'tzzzt' of faulty fluorescent lights. The music too is more reminiscent of *Doom*'s memorable anthems, but with real guitars, real drums and real bass.

And with noisy three-dimensional sound ringing in our ears, our visit to the hallowed ground of iD is over. As we drive away, en route to yet another Tex-Mex emporium, we reflect on the oncoming mass of 3D death 'em ups queuing for a slice of the pie this Christmas. We can only conclude that in terms of gameplay, style, design, visuals, sound and feel, *Quake II* defecates substantially on the opposition. It is, we decide, going to be a great Christmas. Z

"We've built an entire world. It's not like Quake – we've built a planet and a race of aliens." ***Tim Willets, head level designer***

Kixx
EIDOS

Is there a Jack in your box?

WIN INSTANTLY

1 of 5 multi-media PCs when you buy any Kixx game*

PLUS 100 annual PC ZONE magazine subscriptions*

PC ZONE

PLUS claim a FREE game when you buy just 3 Kixx titles*

Available from Beatties, Electronics Boutique, Game, Hamleys, Special Reserve, Virtual Reality, Cyberdyne - Wiltshire, Gamesworld 2000 - Queensferry, Ideal Software & Systems - Bedfordshire, Microstore - Wales & West, Virtual Games & Computers - Stockport and all other good computer software stockists.

*Special promotional stickered games only, subject to availability.
No purchase necessary. See promotional packs for details.

PC CD
BROKEN SWORD II – THE SMOKING MIRROR TM & © 1997 REVOLUTION SOFTWARE LTD. PUBLISHED BY VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD. ALL RIGHTS RESERVED. BROKEN SWORD IS A TRADEMARK OF REVOLUTION SOFTWARE
Revolution
Virgin INTERactive

REGISTERED TRADEMARK OF VIRGIN ENTERPRISES LTD.

...think...THINK!
The drugs baron was at the temple. And so was the priest.
So, so err... come on
COME ON! err...

BROKEN SWORD II

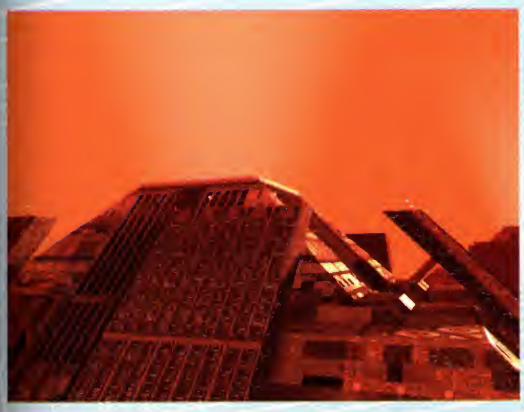
THE SMOKING MIRROR

On PC-CD from October. On your mind forever after.

BLADE RUNNER

(Above) Rain, rain, always with the rain! Oy vey! (Above right) Unobtrusive advertising a-go-go.

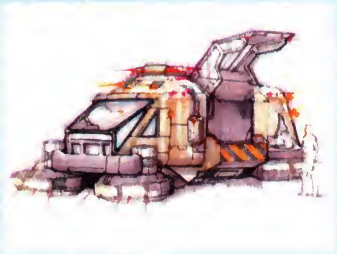
The Disco Police are the law!

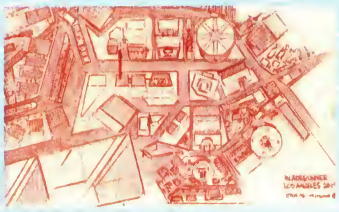


(Above) If you can manage to find the door, well...

Product details

Developer: Westwood Studios
Publisher: Virgin
Website: www.westwood.com
Release date: November





(Above) Mapping out the future. Westwood have laid out an entire area of downtown Los Angeles circa 2019 in which the player can hunt down replicants.

Paul Presley dreams of electric sheep. Real ones tend to struggle too much and can only muster about 20 minutes tops.

INTERESTING PIECES OF POINTLESS TRIVIA (No. 368 in a series of 5,000): It's not widely known, but way back in the dark, forgotten days of gaming history, when eight-bit was King and the name Spectrum meant more than just Gay Radio programming, there was a Blade Runner computer game. Thing was, despite being an action adventure-style game based around a futuristic law enforcement officer in Los Angeles of 2019 hunting down artificial lifeforms called Replicants, it, er, wasn't based on the film of the same name. Oh no. You see, the programmers at the time (and forgive me for not being bothered to get off my fat arse and look up their names) couldn't actually get the licence for the motion picture conversion. They could, however, get the licence for the Vangelis soundtrack, and so they produced a game based on their interpretations of the music. It just happened to be a staggering coincidence that their 'vision' was also the same as that of the film.

As I said, pointless trivia. But at least it means I can lead into the main topic of this Blueprint with a cheesy line like, "No such worries for Westwood Studios however, as they have managed to grab the holy grail of film licences and are busy working on the first 'official' *Blade Runner* game".

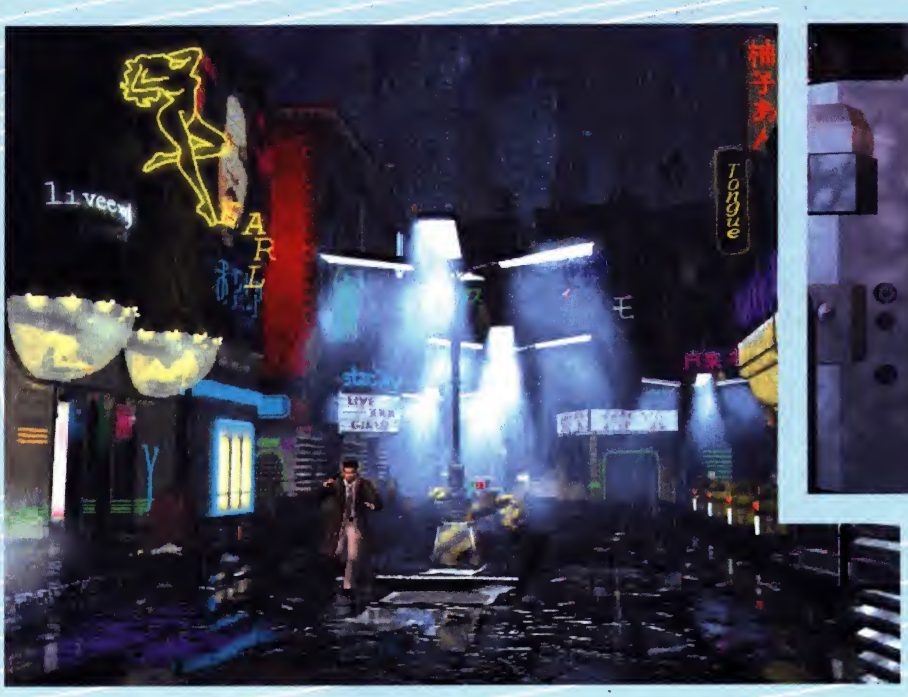
Why do you still employ this man?

Westwood have now been working on the wacky tale of zany futuristic robot killers for just over two years. The project is so immense that not only are there almost 30 internal people working on it, but they've also had to bring in several outside contractors to speed things along. Fortunately, Louis Castle, Westwood's vice president, managed to spare us some time to answer one or two questions.

PC Zone: I understand this isn't just a normal point-and-click adventure. What sort of game would you call it?
Louis Castle: We're calling this a real-time 3D adventure game in the same way that *Command & Conquer* was a real-time wargame. Although it has a similar look to adventure games, it does have some important differences. For starters, the mouse is context-sensitive and uses a very sophisticated AI to decide what to do when a player clicks on something in the camera's view. It's the same AI system that's used for all the other characters in the world and you can set its 'mood' through an options panel.
PCZ: How sophisticated can it get?
LC: It'll question likely suspects about clues and evidence that you've collected automatically. If you don't trust the computer to help you out, there is a manual override, and it's really good at making choices. It's easy to use, but very smart at figuring out what you 'mean' to do.
PCZ: It sounds less like an adventure and more like a role-playing game.
LC: Well, the game's engine is essentially a simulator. Characters move around the world using their own goal-oriented AI and a bit of random choosing. They can often be encountered in different areas doing different things, so the same line of questions could yield different results. Not only that, but every character can and will trade information with other characters – so be very careful what you say in a crowded room!

Because of that and the AI system, it's easier to use than almost any other adventure game, and yet at the same time it's infinitely more complex and subtle. The real-time movement of the characters keeps your hand glued to the mouse because you never know who you will encounter, when or where you will encounter them, or whether they'll be angry at the time.
PCZ: The film has one of the most unique atmospheres in motion picture history, both visually and music-wise. How are you attempting to capture this in the game?
LC: For the visual presentation we enlisted the aid of Syd Mead, the film's visual futurist, to help us create new environments in the same style of the movie. We had to spend a great deal of time imagining how Syd's concepts would be built in the real world in order to get the look of ▶

"I'm proud of what we have, and for a screen the size of the PC, it's about as close as you could get to the film."



(Above) Atmosphere is key to *Blade Runner* and Westwood have gone to great lengths to ensure the game matches the film – hence everything is dark, rainy and neon. (Above right) Remember that photo enhancment device Harrison Ford used? Well, you can use it too for all your seedy holiday snaps.

Ridley Scott's masterpiece. We consulted him during both the pre-production and main production stages to make sure we were following the same steps as the creators of the film. We felt it was the best way to achieve a similar result.

From a technical point of view, we're constantly animating at 15 frames per second a full-screen world in high resolution – we're at 640 x 480 – with millions of colours and characters with tens of thousands of polygons each running around this environment in real time. For the icing on the cake, the characters are affected by attenuation, volumetric fog and lights, alpha effects like lens flares, and multiple animating coloured lights and shadows. It really is like stepping into the movie itself. Oh yeah, and the camera can follow you around in real time for dramatic effect, although it will usually stay focused on a 'set'.

PCZ: What about the music?

LC: The audio side of the game involved a lot of hard work. Frank Klepacki, the principle composer for *Blade Runner*, had to recreate and rescore the soundtrack by ear. The fact that many of the instruments used in the film don't actually exist anymore didn't make his job any easier. Dwight Okahara and Paul Mudra worked together on the sound design for the environments. It's amazing how much the noise of the street adds to the product.

I'm proud of what we have, and for a screen the size of the PC, I think it's about as close as you could get to the film.

PCZ: Will there be voiceovers?

LC: Yes, unless you select the 'Designer's' cut.

PCZ: Blade Runner is one of the most well-respected pieces of science fiction cinema. How has this affected your approach to the game?

LC: It gave us a great source of inspiration. It took months of hard work to match our graphics to the quality level of the film on a video laserdisc. We didn't have to go quite as far as film resolution as most people wouldn't have seen the movie in a cinema for some time, and a computer screen can't really stretch to a resolution as high as 2048 x 1024 with full-screen environments – at least not yet.

We also designed a game and an entire game engine, including a multitude of new technologies, specifically to serve the licence. In our opinion, this is the appropriate way to treat great works of art in other mediums. We also took this approach with *The Lion King* and *Monopoly*, both of which were great successes, partly because we added value to the licence and expanded it rather than trying to ride on its coat-tails.

PCZ: So is this a direct conversion of the film's plot, or have you been able to take creative liberties?

LC: It's a 'concurrent' storyline. You can meet many of the same people that Deckard does and can even affect anything that happens 'off camera' in the film. However, you can't change the film – we love it too much to mess with it!

PCZ: Other big licences such as Star Trek or Star Wars have regulatory bodies overseeing the content to make sure they don't stray from acceptable plots. Did this apply to you, or did you have a free hand in what you've been able to do?

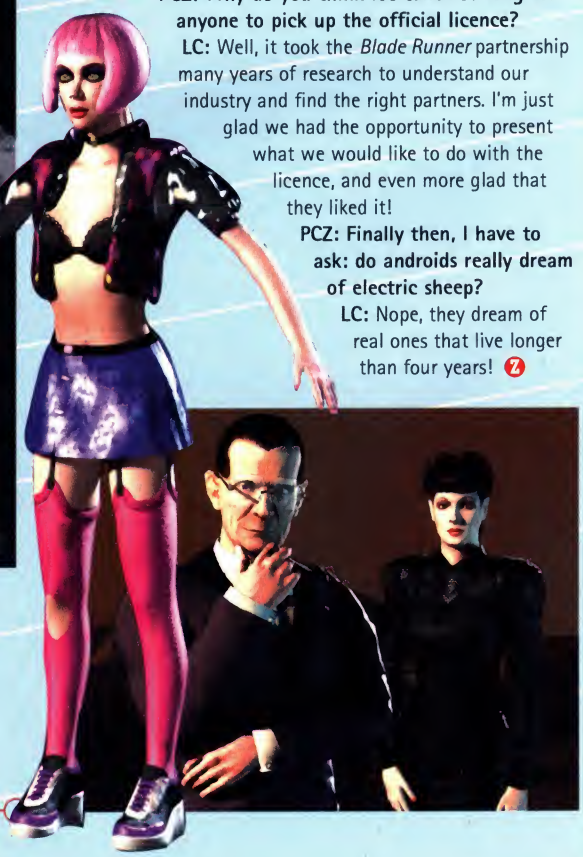
LC: This is a joint venture with the *Blade Runner* partnership – the producers of the film – and we've kept them in the loop throughout. In practice, we had so much respect for the licence that conflicts never actually became an issue. It's been similar to our experiences with Disney and Hasbro for *The Lion King* and *Monopoly* respectively.

PCZ: Why do you think it's taken so long for anyone to pick up the official licence?

LC: Well, it took the *Blade Runner* partnership many years of research to understand our industry and find the right partners. I'm just glad we had the opportunity to present what we would like to do with the licence, and even more glad that they liked it!

PCZ: Finally then, I have to ask: do androids really dream of electric sheep?

LC: Nope, they dream of real ones that live longer than four years!



Graphically, Westwood are pulling out all the stops. The game's characters, many of whom you'll recognise from the film, have all been sketched to incredibly high levels of detail. Once rendered they look almost photo-realistic, as you can see here.

It's a bloody knightmare

actual screenshots

That will render you senseless

The environment of Myth: The Fallen Lords is so real that every bloody limb, every scattered sword, every unexploded charge tossed by a ground-rippling explosion remains a live element ready to be seized and used by or against you.

Not limited to a simple overhead view, you'll rotate around the heads of your troops, follow the arc of a burning arrow and zoom in on the slaughter. Get an eyeful of stunning detail: reflections in the water, lightning frying the enemy to cinders, smoking craters ringed with the heads of the inept and every ounce of blood remaining on the scarred battlefield.

But don't stare too long. Learn the art of war and the importance of physics as you move fast to seize the high ground where the archers have greater range and pyromaniac dwarves can shower targets with explosives.

Save your money, save your sleep, it's the bloodiest reoccurring knightmare ever!

Myth™ The Fallen Lords™

PC CD

BUNGIE™

© 1997 Bungie Software Products. © + ℗ 1997 Eidos Interactive. All Rights Reserved. http://www.bungie.com

EIDOS INTERACTIVE

"A bloody adrenaline fix with enough options to double its lifespan" PC Gaming World 4/5

BLITZ OUT, FOR THE LADS

TAKE NO PRISONERS™

"Take No Prisoners is a superlative game... well thought out gameplay and stunning graphics"
NetGamer 92%

"A welcome, refreshing change"
PC Format - Recommended

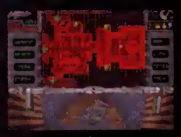
Developed by

PC CD-ROM

© Copyright 1997 Broderbund Software, Inc. All rights reserved. Take No Prisoners, Red Orb Entertainment and Red Orb Zone are trademarks of Broderbund Software, Inc. Red Orb Entertainment is a division of Broderbund Software, Inc. Hexen II is a registered trademark of Raven Software, Inc. All other names and/or products are trademarks and/or registered trademarks of their respective holders.

TOP DOWN ACTION: A greater field of vision lets you construct sophisticated playing strategies. This style of play allows you to annihilate enemies above and below you.

MULTIPLAYER BLISS: Battle up to eight players across a network, modem, or via the Internet. Six of the most innovative multiplayer games ever devised test your survival skills to their limits.



NON-LINEAR TERRITORIES: Take any route you like to fulfil your objective. 20 sprawling levels full of adversaries wanting to rid the planet of you. Rid it of them!

MORE ENEMIES... GUNNING FOR YOU: With AI designed to give you a realistic portrayal of individual groups, you'll have a trouble in completing your objective. How would you deal with a constant barrage from dynamite-packed, raving lunatics?

Get your hands on a pair of Bazookas from late October '97

INCREDIBLE FIREPOWER: Take the fight to them. Rocket launchers, assault rifles, flamethrowers and laser rifles add up to an impressive display of firepower. There are 21 weapons, 22 combat items, and multiple vehicles to choose and abuse.

TOP DOWN 3D ACTION FROM THE CREATORS OF HEXEN II™

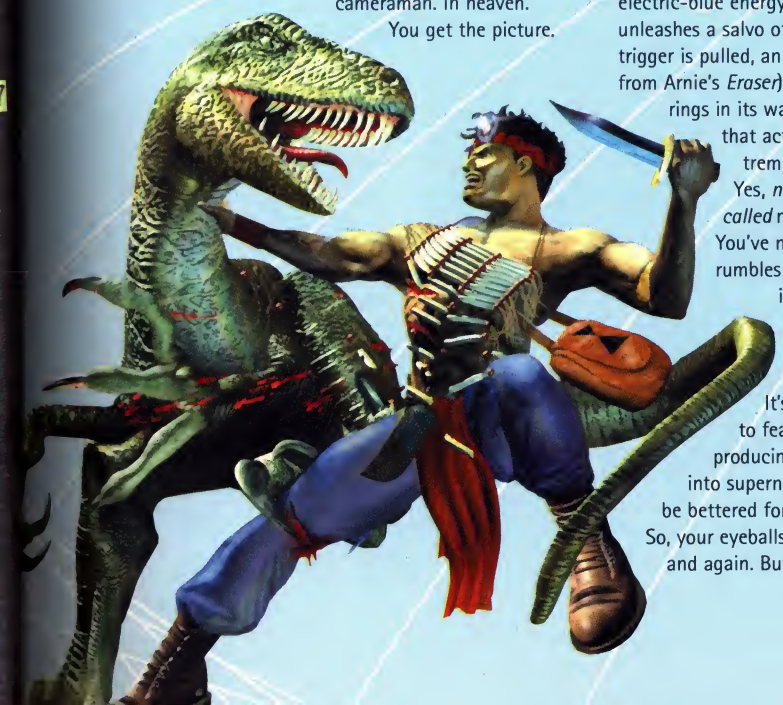
download the demo at www.takenoprisoners.com

TUROK – DINOSAUR HUNTER

Charlie Brooker refused to see *Jurassic Park 2: The Lost World* on the grounds that he found the mass-marketing and PR hype objectionable, depressing and ultimately patronising. So what, we wondered, will *PC Zone*'s resident dinosaur expert make of *Turok* then?

A BRIEF WARNING TO ANY SOFTWARE developers who might harbour a pathological aversion to 3D accelerator cards: your days are numbered. One look at Acclaim's Turok – Dinosaur Hunter should be enough to persuade even the most hardened cynic that this is the way forward and that from here on in, there's no going back. Games players: if you haven't bought an accelerator card by Christmas, you're either skint, mad or sick of games. Because the accelerator card-only PC version of Turok looks better than the Nintendo 64 original. Hardware retailers who fancy doubling the sales of their 3Dfx stock would be well advised to stick a copy on display as soon as possible.

Running at an 800 x 600 resolution, in 24-bit colour and at 60 frames per second, this is pure spectacle. The player takes control of *Turok*, the eponymous 'dinosaur hunter', leading him through a series of sprawling levels populated with all manner of disagreeable human marauders and cybernetically-enhanced dino-bastards. Essentially, it's *Doom* all over again – but this is *Doom* set out in the open air and shot in Super-Stupefaction-o-Vision. By a hallucinating cameraman. In heaven. You get the picture.



For those about Turok... we salute you

Aside from knowing a thing or two about 3D animation, the game designers at Iguana clearly have a 'thing' about guns. Most first-person blasters feature one truly incredible mega-weapon, a kind of antagonist's Holy Grail, which becomes available periodically during the later stages of the game; the the finest example would be *Doom*'s BFG. *Turok*, on the other hand, contains about *five* such 'ultimate weapons', as dazzling as they are deadly – each exploiting the accelerator card's capacity for producing 'Ooh! Wow!' lighting effects to the full. It's like some kind of mobile fireworks display.

Seldom has merciless killing looked so darned pretty on-screen. Alongside the usual collection of knives, pistols and sub-machine guns, there's a gun that fires radiant pulses of electric-blue energy into the enemy's face, another that unleashes a salvo of *five* heat-seeking missiles each time the trigger is pulled, an enchanting 'rail gun' (lifted wholesale from Arnie's *Eraser*) which leaves an attractive trail of smoke rings in its wake, and a frankly terrifying piece of kit that actually fires nuclear warheads at the trembling foe.

Yes, *nuclear warheads*. Well, okay, so they're not *called* nuclear warheads, but they may as well be. You've never seen anything like it: the ground rumbles and shakes, the screen fills with light, immense shockwaves radiate from the point of impact, and most important of all, everybody dies. You wouldn't want to set it off by accident in a crowded lift. It's by far the most ostentatious weapon yet to feature in a computer game, and short of producing a tremendous gun that fires planets into supernovas, it's hard to see how it could possibly be bettered for sheer spectacle.

So, your eyeballs will want to kiss *Turok* all over, again and again. But...

The weapons and lighting effects don't just look fantastic, but the weapons leave a tremendous tingle of satisfaction when you fire them.

A look at some early code indicates that the developers have worked hard on character AI and animation. We'd almost be so bold to say that the foes in *Turok* are some of the best we've seen.

Product details

Developer: Iguana
Publisher: Acclaim
Website: www.aclaimnation.com
Release date: November

All surface, no feeling?

So, there's an even better-looking version of a notoriously awesome Nintendo 64 game on the way to the PC – hooray! But wait. While it garnered plenty of good press on the strength of its looks, the N64 original was a bit of a Melinda Messenger at heart. It looked fantastic, but beneath the surface it wasn't actually very interesting. Higher resolution graphics aside, the PC version is more or less identical to its console precursor, so it stands to reason that it should inherit most of the original's weak points. For instance, just like the Nintendo version, the preview PC version we examined suffered from an absurdly short depth of field, resulting in objects and enemies that would only loom up out of the fog when you were practically on top of them.

There are further criticisms to be levelled at the original, the layout of the levels themselves being a case in point – the truncated perspective view renders spectacular architecture redundant, and the frequent bouts of platform-to-platform hop-around quickly become irritating. Despite beating them all in the visual splendour department, it isn't as much fun to play as *Shadow Warrior*, *Quake* or even *Doom*. In short: the gameplay doesn't match the graphics. Whether Acclaim intend to address these shortcomings for the final build of the PC version we can't say. We've got our fingers crossed, but the developers are hardly going to spend ages tweaking the PC version when they've obviously already got a monster hit on their hands. Don't hold your breath for a multi-player option.

A few things are already clear, however. For one, the game benefits enormously from the mouse control movement system familiar to *Quake* heads everywhere. The tri-pronged, poncey-pants Nintendo joypad is ideal for many purposes, but as a control system for a first-person 3D killfest it chews pole, big time. The mouse is where it's at. Furthermore, *Turok* is the ideal weapon for the on-going pursuit of pissing off your console-owning friends. It makes PlayStation games in particular look unbearably blocky and muted, while Nintendo nymphos will turn a light shade of green when they realise their hallowed plastic dreambox has already been beaten at its own game (mind you, there's little chance of Mario 64 turning up on the PC, so let's not jump the gun completely, eh?). Sega Saturn owners have probably shot themselves already anyway, so they don't count.

Despite our concerns regarding the gameplay, *Turok – Dinosaur Hunter* looks certain to set high new standards for PC game visuals. It could even be the long-awaited 'killer app' that really kick-starts the 3D card revolution. But between now and the New Year, we can expect to see an unstoppable slew of titles with genuinely dazzling graphics, the likes of which haven't seen before. Whether *Turok* seems so incredible following the release of *Unreal*, *Messiah* and *Quake II* remains to be seen. We'll be reviewing the final code in an upcoming issue, so sellotape your eyelids to your forehead and keep staring at these pages in a mesmeric trance till then.

"Turok *is the ideal weapon for the on-going pursuit of pissing off your console-owning friends.*"

The close fogging could be claustrophobic, but isn't, thanks to exceptional detailing of the characters and scenery. Levels look well designed and are quite expansive.

WARNING!
RISK OF CONTAMINATION

VIRUS™

"COULD SPREAD LIKE THE PLAGUE"
PC REVIEW

VIRUS™

THE STRATEGY GAME UNIQUE TO *YOUR* OWN PC

- CHALLENGE AN EVIL PRESENCE IN YOUR OWN PC
- COMBINES STRATEGY & ARCADE ACTION IN A FULL 3D ENVIRONMENT
- UNIQUE COMBAT TERRAIN BASED ON YOUR PERSONAL FILE DIRECTORY
- EXPERIENCE YOUR GRAPHIC IMAGES & SOUND FILES AS YOU NAVIGATE THROUGH YOUR PC

WIN 95

PC USER SAFE

TELSTAR ELECTRONIC STUDIOS LTD., The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP
Tel: 01932 222232 Fax: 01932 252702 e-mail: tes@telstar.co.uk web site: www.telstar.co.uk

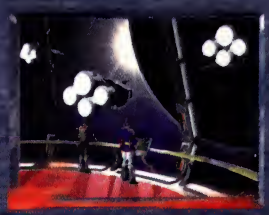
© 1997 Kidum Multimedia. © 1997 Telstar Electronic Studios Ltd.

TELSTAR Electronic Studios

humans are so ugly!

they deserve to die.

LIBERATION DAY



Liberation Day coming soon to PC CD ROM

www.liberationday.com

Liberation Day is a trademark of Interactive Magic. Windows 95 is a registered trademark of the Microsoft Corporation. All other trademarks are the property of their respective owners. © 1997 Interactive Magic. All rights reserved.

MICROMEDIA

INTERACTIVE MAGIC

SID MEIER'S GETTYSBURG

(Above) Select the difficulty level to suit your ability.
(Right) Ah, that's more like it – keep in step over there.

Mention the words 'hex' and 'movement phase' and you'll always grab Andrew Wright's attention. Unfortunately *Sid Meier's Gettysburg* game has neither of them 'cos it's real-time, but we weren't to know that, were we?

> ***"One thrilling feature promises to be the ability to rotate the camera to view the action from different angles."***

MY FIRST EVER INTERVIEW WITH THE great Sid Meier, the man behind the best-selling Civilization, lasted just a mere five minutes. Unfortunately, he kept saying the same thing over and over again, no matter what I asked him. Worse still, every ten seconds or so he'd panic and freeze solid. When he did start talking again, he seemed to have trouble with his lips which didn't quite match what he was saying...

It's all my fault for not upgrading my CD-ROM drive, I suppose. QuickTime movies don't like has-been PCs and mine's a lot more has-been than most.

Anyway, there was only one question I really, really wanted to ask Sid. Why Gettysburg? I mean, when you've covered the whole history of humankind in *Civilization*, why pick on an itsy-bitsy little skirmish such as Gettysburg for your next money-spinner? Fortunately, the answer comes just after he freezes up for the third time. He's always wanted to, ever since he was a boy.

"We didn't set out-t-t-t-t-t-to create a real-time strategy-gy-gy game," he said, pausing for a while to collect his thoughts and generally jerk about a bit. "We set out to write a game about the Civil War."

To most Americans, Gettysburg was the turning point in a war that shaped the present day United States in much the same way as Waterloo, the Battle of Britain or D-Day affected ol' Blighty. Sid himself describes it as "the climactic moment of America's bloodiest war", so it must have been quite important.

In actual fact though, it wasn't a particularly decisive battle. Score-draw is the phrase that springs to mind, but it makes a hell of a good wargame so let's substitute Brian Reynolds for good old Sid and see if we get a bit further in the second half.

Meet Brian

Brian is in charge of the programming team working on *Gettysburg* and he also worked on *Civilization 2* and *Colonization*. What's more, he's real and doesn't do alarming things like change colour and freeze completely when you talk to him.

After pointing out that there are plenty of other American Civil War games around at the moment, I asked Brian what was different about *Gettysburg*.

"Well, with all due respect, there's no comparison between *Gettysburg* and the others. What we've got is a real-time action game which provides the feel of 'really being there' much better than the turn-based attempts.

"If you've ever read a civil war novel or history, 'Confederate Defensive Fire Phase' sort of ruins your suspension of disbelief," he added, with a non-too-subtle dig at a certain rival game series.

(Top) ...and 'analysis' view, whatever the hell that is.
(Above) Nice idea, Sid – a tutorial scenario is just the job.

(Above left) Brian Reynolds, big chief of the programming team.
(Above right) There are four different zoom levels, which make it much easier for you get as close to the action as you dare.

Product details

Developer: Firaxis Games
Publisher: Electronic Arts
Website: www.firaxis.com
Release Date: October

"And this is no 'everybody-run-to-the-centre-of-the-screen-and-bash-on-each-other' kind of game either," he went on, just in case I thought real-time games involved everybody running to the centre of the screen and bashing on each other. Which I do, actually.

"You'll find yourself using realistic troop formations, like lines, columns and skirmish order as well as realistic tactics, such as flanking fire and echelon attacks, simply because they work best. Troops get morale bonuses for friendly support on the flanks and rear, and there's a drastic penalty for flanking fire, so proper formations follow quite naturally."

And cavalry charges?

"Mounted cavalry charges against infantry weren't a good idea in the age of rifled muskets and they won't work in *Gettysburg* either," he replied. Well, that told me.

Asked if any other games had influenced the design of *Gettysburg*, he confessed: "We've got a number of fanatical *WarCraft 2* players on the team, so we were certainly influenced by some of its strengths and weaknesses. But with no disrespect to the earlier products, we think *Gettysburg* is the beginning of a whole new genre."

He's obviously never seen the classic MicroProse title *Fields Of Glory*, Impressions' rather less classic *The Blue And The Gray* or Empire's more recent *Civil War*, all of which are undoubtedly real-time wargames.

Order of battle

Gettysburg covers all three days of the battle from 1-3 July 1863. The finished version should include 24 or 25 scenarios or engagements of varying sizes and a campaign game. In the campaign, engagements are linked and your performance in one engagement will have an effect on the next. There will also be some multi-player scenarios which allow you to run huge engagements as a single scenario for team play over a network or the Internet.

In *Gettysburg*, you'll have four straightforward zoom levels, an overhead view and even different types of display. For example, you can choose between a terrain view with high ground and gradients, or an 'analysis' view which allows you to check unit orders. One of the most thrilling features promises to be the ability to rotate the camera to view the action from different angles.

Naturally, with so much devoted to real-time action, there's going to be some abstraction of weapon types. Artillery is divided into two classes – smoothbores like Napoleons which are most effective at short range, and rifled guns for long range. Infantry will be armed with rifled muskets, while cavalry will be carrying carbines.

Leaders are represented on the battlefield to provide morale boosts to attached units, but you'll find that they can't be killed deliberately. However, they can be wounded or killed if the units under their direct command take a beating.

One of the biggest worries when recreating historical battles is play balance. I asked Brian if *Gettysburg* would turn into a historically accurate slugging match. "Surprisingly, we didn't have to do a lot of play balancing – we just set up the historical forces in the historical locations, gave them the historical manpower and it turned out to be really exciting. I'd say that between equally skilled players the Union wins the historical scenario three times out of four, but there are other ways for the Confederates to win in the campaign game. They can take Longstreet's disregarded advice to Lee, for instance, and swing around south flank."

Well, I don't know about you, but I'm totally sold. I'll definitely be upgrading my CD-ROM drive now...

(Top) You can play any side you like as long as it's American. (Above) As well as different zoom levels, you can look at the battlefield in different ways – here's a grid view.

All the historical infantry formations are available, including skirmish order and column.

FROM THE CREATORS OF DUKE NUKEM™ 3D COMES A BLOODY BARREL OF FUN

SHADOW WARRIOR

"Shadow Warrior is from a rare breed...excellent graphics, devious puzzles. A truly excellent gaming experience!"
Net Gamer 90%

"From the creators of Duke Nukem comes the rather marvellous Shadow Warrior"
PC ZONE

"The level design is brilliantly detailed...and the action is non-stop entertainment"
C&VG

This one's a no-brainer.

4 barrel rampage in rooms-over-rooms.

Tanks. Joyride 'em or trash 'em!

Sticky situations call for sticky bombs.

GT Interactive Software

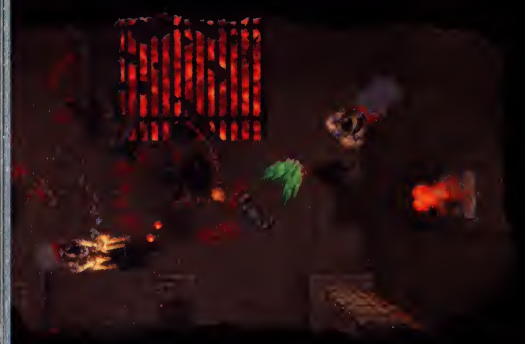
TEN

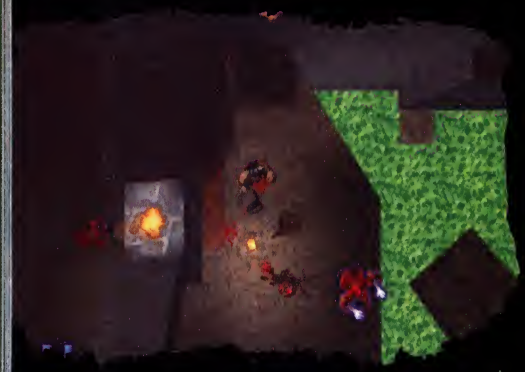
3D REALMS

PC CD

EIDOS INTERACTIVE

Shadow Warrior™ © 1997 3D Realms Entertainment, Inc. All rights reserved. Produced & distributed under license from GT Interactive (Europe) by Eidos Interactive Limited. GT™ is a trademark and the GT® logo is a registered trademark of GT Interactive Software Corp. TEN™ and the TEN™ logo are trademarks of the T.E. Network, Inc. All other trademarks are the property of their respective companies.





Death is Nothing Without Torment.

Death would be too **easy**.

Too little to repay a
thousand year old debt.
Too **quick** to satisfy the hunger of one you
betrayed and left to the ravages of the **Mages**
in another millennium.
Before **Lore Thane** extracts
his terrible price on your body and **soul**, you are
bound to wander through five worlds of atrocity.

Stoking your **powers**. Solving infernal mysteries.
Gathering **magic** and **arcane** knowledge.
Fighting your way through **Fear** into Madness
for one last, desperate struggle against **Evil**, himself

Only then will he **anoint you** with the
last sacraments of your torment.

No, **Death** would be too **easy**.

MAGESLAYER™ ©1997 RAVEN SOFTWARE, INC. ALL RIGHTS RESERVED. PUBLISHED AND DISTRIBUTED BY GT INTERACTIVE SOFTWARE CORP. GT™ IS A TRADEMARK AND THE GT LOGO® IS A REGISTERED TRADEMARK OF GT INTERACTIVE SOFTWARE CORP. ALL OTHER TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE COMPANIES.

MAGESLAYER™

Intense action.
Seamless roleplaying.
3D malevolence
from the creators of
HEXEN and HEXEN II.

PC CD-ROM

RAVEN SOFTWARE®

G®

QUEEN: THE EYE

Er, um, well... Queen (the legendary rock band that is, not the ageing monarch) are soon to unleash *Queen: The Eye*. David McCandless zipped up to royal Windsor to interrogate Destination Design, the company who's responsible for this five-CD 'interactive opus'.

"The rendered visuals are stunning and the five CDs of music will get greasy Germanic Queen fans slavering."

OKAY, LET'S GET THE 'FUNNIES' OUT OF the way. Queen: The Eye does not feature a re-animated Freddie Mercury floating around, twanging monsters with his mic-stand. Brian May does not materialise as an end-of-level boss, trying to strangle you with the greasy ringlets of his bubble-perm or melting you with deadly 18th-fret guitar solos. Blah blah. Anita Dobson. Blah blah blah. Men dressed up as women with vacuum cleaners. Blah blah. Gordon's alive?! Blah blah.

OK, now the straight stuff. *The Eye* is a flick-screen, *Alone In The Dark*-style arcade adventure 'inspired' by the iconography and music of Queen. It's set in a lugubrious Dystopian future, where all vestiges of creativity have been suppressed by a bio-mechanical despot, The Eye. You play Dubroc, a hard-nosed ex-cop who accidentally discovers hidden archives of music and is sentenced to death in The Arena – one of five surreal worlds to be traversed before Dubroc can unleash this repressed creativity and free his world. Hmmmmmm.

Each gloriously 3D-rendered environment on each CD is based around a handful of images, locales and characters either lifted from Queen lyrics or depicted on their album sleeves. So in The Works Zone, for instance, you will see the tower from *Radio Ga-Ga* and find yourself dealing with the machinations of The Killer Queen. In the Innuendo Domain, which is set in a fairground, there's a whole bunch of Grandeville illustrations and you are stalked by Death On Two Legs. Each CD has 20 minutes of Red Book audio of 'new' Queen music – remixes, snippets and instrumentals, none of which has ever been heard before.

Yeah, yeah, yeah, it sounds incredibly... naff. We know. But in reality it's actually pretty good. The geezer behind the project is Richard Ashdown, ex-MicroProse, ex-Electronic Arts producer. About two years ago, he recruited a bunch of industry talent – artists, programmers, animators – pitched an idea at Queen and then spent 18 months trying to make a game out of what is, on paper, a pretty hokey concept.

"Yeah, we had a bit of stigma to negotiate," Richard says. "There were moments of black despair. It was bigger and harder than anything I'd ever done before."

Bismillah! No!

With the not-insubstantial coffers of Queen behind him, Ashdown decided to create a hardcore, genre-straddling epic. The team rendered more than 600 camera angles and jammed in over 30 characters and 100 real-time objects. They then set up a motion-capture stage and spent a week recording 1,000 motion-captured combat moves. Then, in a moment of inspired casting, they got Jackie Pearce and Paul Darrow (who played Servalan and Avon in *Blake's 7)* to do the

(Left) The dashing hero Dubroc, thirtysomething and pug-ugly into the bargain. (Right) Fight your way through the malevolent subconscious of 'The Eye'.

(Above) The visuals were animated and designed in lowly DOS-based 3D Studio. (Far right) Death On Two Legs – not the best choice of babysitter.

voices and have their faces motion-captured so the characters would have full facial animation. They then squeezed in over 55 tracks of Queen's music, plus 30 clips from 15 videos. Finally, they beefed it all up with the Brender engine, adding dynamic lights and shadows, texture-mapping and z-buffering. The end result is a weird mix of beat 'em up, adventure and puzzler replete with coffee-table *Myst*-style visuals and a rather spiffy atmos.

The next obvious question then, is how much input did the Queen band members have?

"They think it's great," says Ashdown. "They're interested in seeing their music in a new medium. They've spent hours here, looking at everything and they're really pleased. They each have their own individual opinion."

The only thing Queen apparently vetoed was a smattering of gore that was originally coded into the fight routines. Dubroc has a healthy range of combat moves, based around *Aikido* rather than the overblown martial arts of *Tekken* or *Virtua Fighter*. He performs palm, elbow and knee strikes, executes judo rolls and somersaults. He also picks up blades, spears or pipes and goes through a broad range of Bokken moves. He can grab weapons too – handguns, crossbows and machine guns – all satisfyingly throaty and messy.

In between all the scrapping and exploring lies a healthy vein of puzzle solving and interaction. Major characters often have to be placated with objects obtained from deadly crypts or monster-infested chambers. These in turn offer clues to a larger puzzle and there'll often be alternate solutions to each episode – you can choose to take the bastard route and kick the crap out of everyone or you can be more diplomatic and smooze your way to the end. Dubroc is frequently presented with a moral choice, either to save this person or rescue that. As the story unfolds, he gradually grows in skill and makes allies, notably Kazan, a female assassin sent after him by The Eye. She slowly comes round to Dubroc's way of thinking and becomes a kind of 'helper-bot', a non-player character to show objects to and throw questions at.

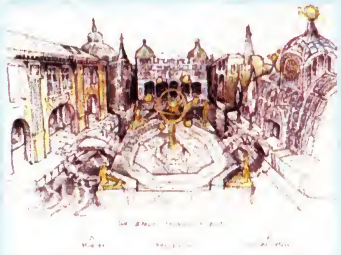
Dubroc is relentlessly pursued throughout all the zones by Death On Two Legs, a hideous Monsty-Baddy™ which takes on a different form in each domain and attempts to lure Dubroc to an untimely death. With ten or more characters per level, Dubroc has to sift through visual and narrative clues to work out who's who.

It all looks pretty interesting and quite unique. There's no doubt that the rendered visuals are stunning. Each zone is about a mile square, textured and lit in slick detail, with huge towers, pock-marked dungeons, slime pits, wheat fields and an overall Victorian, Industrial revolution meets Cyberpunk feel, if you catch our drift.

The five CDs of music are bound to get greasy Germanic Queen fans slavering. The visuals should get the *Myst* crowd damp, while the combat/puzzling elements should make it moderately interesting for us professional gamers. *Queen: The Eye* is currently shuffling up to a Christmas release.

Product details

Developer: Destination Design
Publisher: Electronic Arts
Website: www.ea.com
Release date: November



(Above left) Dubroc in various states of combat. (Below) Early sketches of some of the bad guys: The Professor, Mephistopheles and a thug.

BRITAIN'S BIGGEST COMPUTER SUPERSTORE

PC WORLD NO1 CHOICE FOR SOFTWARE

OVER 1500 TITLES AT AMAZING LOW PRICES

ALL THE LATEST GAMES RELEASES

HEXEN 2

As one of four characters the Necromancer, Assasin Crusader or the Paladin yo must defeat the dark generals anc their hell spawne legions, before yo can face and try t destroy the evil serpent Eiddan

£34.9

DUNGEON KEEPER

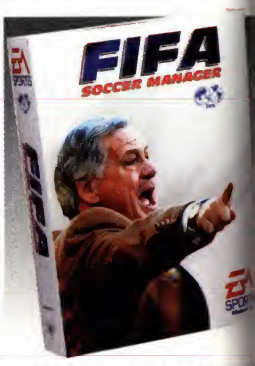
Build up your dungeon and fill it with henchlings who'll dispose of the heroes who came after your loot.

£29.99

CONSTRUCTOR

As a property tycoon you must build your own world and control the city. Backed by bankers or loan sharks, you must create industries, services, housing and even the inhabitants.

£29.99



FIFA SOCCER MANAGE

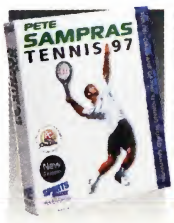
You must choose your team and manage the toughest and most gruelling season Europe has to offer. Do you have what it takes!

£29.

STARTREK GENERATIONS

Boldly go where no-one has gone before in this latest Star Trek game.

£29.99



PETE SAMPRAS TENNIS

Visually one of the most stunning tennis games ever released on the PC.

£29.99

SEGA WORLDWID SOCCER

Widely recogni one of the bes football games includes intern revolutionary s and animation

£29.9

STORES NATIONWIDE

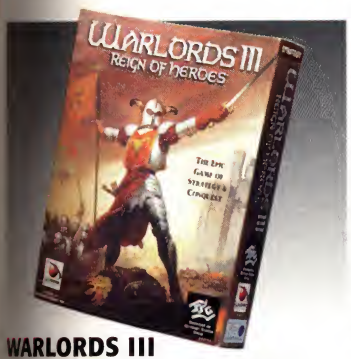
FOR YOUR NEAREST STORE – CALL 0990 464 464

- ABERDEEN
- BIRMINGHAM JUNCTION 9 OFF M6
- BRISTOL
- CARDIFF
- COLCHESTER
- COVENTRY
- DERBY
- DONCASTER
- EAST KILBRIDE
- EDINBURGH
- GATESHEAD
- GLASGOW
- HULL
- LEEDS
- LEICESTER
- LIVERPOOL
- MANCHESTER
- MEDWAY
- MERRY HILL-DUDLEY
- NORTHAMPTON
- NORTH SHIELDS
- NORWICH
- NOTTINGHAM
- PETERBOROUGH
- PORTSMOUTH
- PLYMOUTH (opens soon)
- READING
- SHEFFIELD
- SLOUGH
- SOUTHAMPTON
- SPRUCEFIELD
- STOKE
- SWINDON

LONDON AREA

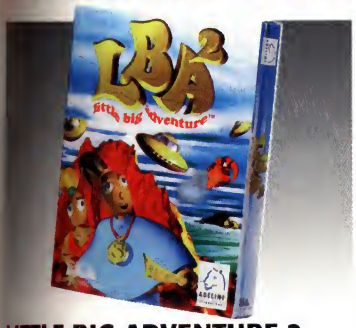
- BRENTFORD
- CROYDON
- ENFIELD
- GUILDFORD
- LAKESIDE
- STAPLES CORNER

ALIEN TRILOGY	£29.99
BLOOD	£29.99
CAPITALISM PLUS	£34.99
CHAMPIONSHIP MANAGER 2	£24.99
CHRONICLES OF THE SWORD	£9.99
CIVILISATION 2	£29.99



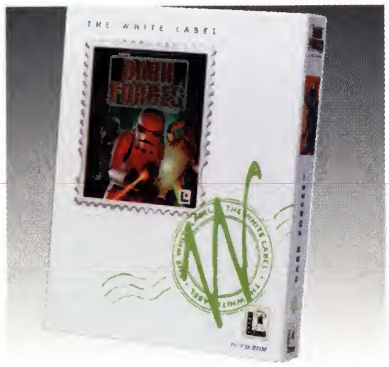
WARLORDS III
The classic strategy game returns. Train and build your army, occupy villages or sack and raze encampments, the choice is yours.
£29.99

DIABLO	£39.99
DISCWORLD	£12.99
DUKE NUKEM ATOMIC PACK	£19.99



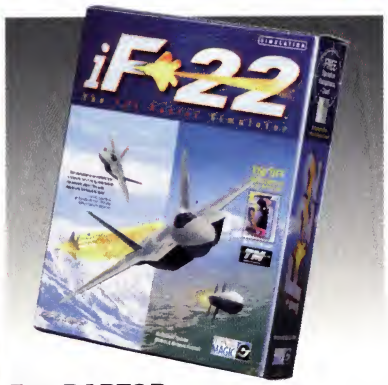
LITTLE BIG ADVENTURE 2
Undoubtedly one of the most imaginative adventure games ever created, with jaw dropping graphics and a 3D world which gets better the longer you play.
£29.99

EXTREME VELOCITY	£29.99
FIFA 96 CLASSIC	£9.99
FIFA 97	£29.99
F22 LIGHTNING	£24.99
FORMULA 1 GRAND PRIX 2	£29.99
GOLF V3	£29.99
11th HOUR	£14.99
JACK NICKALAUS GOLF	£34.99
KICK OFF 97	£24.99



DARK FORCES
Experience first person firepower in the Star Wars universe
£9.99

LEMMINGS PAINTBALL	£12.99
MDK	£29.99
MYST	£19.99
PREMIER MANAGER 97	£29.99
PGA TOUR CLASSIC	£9.99



F22 RAPTOR
Unleash the lethal and devasting arsenal of the most advanced combat aircraft ever!
£29.99

PINBALL TIMESHOCK	£29.99
QUAKE	£19.99
RALLY CHAMPIONSHIP	£19.99
REBEL ASSAULT 2	£19.99
RED ALERT MISSION DISK	£14.99

CARMAGEDDON
Forget the rules, this is the nastiest driving game ever. If you like dangerous driving, you'll love this game!
£29.99

CREATE THE ULTIMATE GAMES MACHINE

3D GRAPHIC CARDS

MATROX MYSTIQUE 220
MGA CHIPSET
- 64-bit PCI graphics board
- 1600 x 1200 max resolution
- 4Mb SGRAM Memory
- Includes Toy Story and MotoRacer

£149

ORCHID RIGHTEOUS	£159
VIDEOLOGIC APOCOLYPSE 3Dx	£129
DIAMOND MONSTER	£179

JOYSTICKS

MICROSOFT PRECISION PRO
DIGITAL JOYSTICK
- Programme your best moves to the eight buttons, hat switch, trigger, throttle wheel and handle movements using Sidewinder© Game Device Software

£59

THRUSTMASTER T2	£99
CH PRODUCTS FORCE FX	£149
SAITEK X36F	£69

SOUND CARDS

DIAMOND MONSTER SOUND
- Add true CD sound to your PC
- Includes 32-voice advanced hardware wavetable

£149

CREATIVE LABS AWE 64 VALUE	£79

CD ROM DRIVES

LG 16x
- 2,400KB/sec MAX data transfer rate
- 100rms access time
- EIDE/ATAPI interface

£59

AOPEN 24x	£99
PHILIPS CDR3610	£399

PC WORLD
THE COMPUTER SUPERSTORE

CHAMPIONSHIP MANAGER 2 97/98

The new version of *CM2* is on its way. Let there be singing in the bedsits of lonely friendless people up and down the land. Well, soft humming, then. Patrick McCarthy's been playing with it and chatting to the game's esteemed creators, the Collyer brothers...

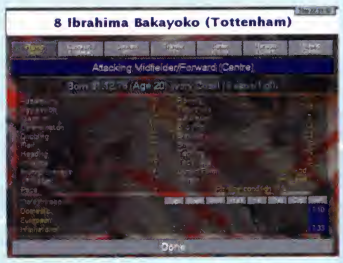
IT'S HERE... ISH. THE NEW VERSION OF the game that has more devout followers than a machine gun-wielding Muslim fundamentalist is finally back, and it's been tweaked and fiddled with. It's not finished yet, but we've had a chance to play through half a season or so, and we thought you'd be dying to find out how things are shaping up. So here you go...

What a result. Business as usual then.

New stuff

For those who haven't been following our regular reports, the big new feature is the multiple league option. You can manage teams in any three countries from England, Italy, Spain, Germany, France, Scotland, Holland, Portugal and Belgium. The possibilities are endless, and the resultant addition of thousands more players to choose from around the world, including full Under-21 squads, means life's a little easier in the lower divisions. On top of that, it's even educational – learn about European leagues the easy way, or whatever. You might fancy the struggle of controlling your favourite, lowly team, but then for a bit of light relief, have a go at controlling Juventus to lift your depression. On the one hand you'll be dealing in free transfers and low-level signings; on the other you'll be toying with the affections of the best players in the world.

Since I usually have a Spurs/Gillingham game, with Spurs in their current state I thought I deserved two light relief



A visually stunning grab depicting the range of teams now available for you to control. Liverpool, let me buy him! This seems unlikely, but it's a bit of a result for the Germans. What a player. And yours for just 10 million quid.

Allegations that people were doing too well in the old version would appear to be completely unfounded.

games, so I chose Barcelona and Borussia Dortmund. I've already bought Rivaldo, Batistuta and Ronaldo for Barcelona. And you get to mess with the big Spanish clubs' B-teams. I've also started a 'cool shirts' game, in which I only control teams with groovy shirts. Since Boavista and FC Utrecht are both fab, it's a Portuguese/Dutch game. All very diverting.

Meeehhh-mory

Obviously, the more leagues you run, the greater the demands on your processor and hard drive – and with the number of matches being calculated in a multiple league game, it can get a bit slow at times on my old P90. But the match results from all the leagues being played are now shown on-screen in a small window. At least it gives you something to watch while you wait.

Hard times

Initial impressions are that it's a lot harder. I'm having a bit of a rough time of it at the moment with Barcelona having lost to lowly Merida in a league game. With 20 minutes to go and 1-0 down, I went a bit mental (it's the hot Spanish sun), with Stoichkov, Batistuta, Rivaldo, Sonny Anderson and Luis Figo up front, and didn't create a single extra chance – never mind get the equaliser or win.

I had a brief word with Paul Collyer about this (his brother Oliver is working on *CM3* now). "It's the last version you're going to see of *CM2*," said Paul, "and most people will have been playing the game for three years now and will be pretty good at it, so we wanted to make it a challenge. You now have to think a lot more about the balance of the side. There's no point throwing everyone forward as a last gasp attempt to score because there won't be anyone to win possession for you." But I had De La Peña and Guardiola back in midfield, I whined. "Oh, well," he said, laughing. He's a bastard like that.

New match stuff

There are new ratings for matches too, with Assists are now properly attributed. Previously you saw only Key Passes, which were passes that could have resulted in a goal. Now you have both. There's also Runs Past Opponent, which speaks for itself. Something I've yet to see in David Ginola's column, but there you go.

You can now nominate your direct free kick, penalty and corner kick takers, as well as all five of your penalty-takers – in order – in a shoot-out (a welcome addition for anyone whose keeper has blasted the ball over the bar in the later rounds of a Cup competition). Sadly, the much-heralded return of the Continental style of play isn't working in practice, and won't be in the final version.

There's a bit more of an edge to the game too, thanks to a new feature which can lead to retaliation by players. Someone fouled Nadal badly in one of my games and was booked for it. Play started, and Nadal went berserk, taking the player who'd fouled him out completely – he went off on a stretcher. Basically, the game increases in aggressiveness when players are wound up, and they even remember who hurt them. And it's harder to score, with more chances being missed by players even of the highest calibre – as a result there should be fewer of the 6-4 scorelines you used to see. Don't forget the Player Editor either: move players around from team to team as they move in real life! Create superstars out of also-rans! Cheat like buggery!

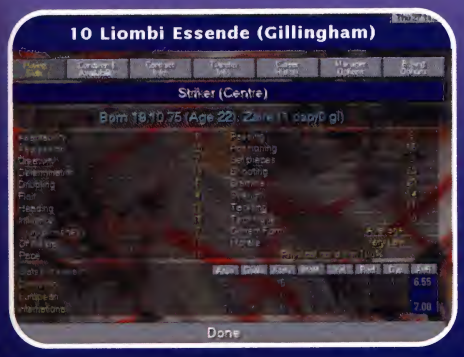
Overall, this is quite an update, and should be well worth buying. We'll let you know for sure when we get a finished version.

Product details

Developer: Sports Interactive
Publisher: Eidos Interactive
Website: www.compulink.co.uk/~champman/welcome.htm
Release date: September

New ratings

Player ratings have been altered slightly. Gone is the Intelligence rating and in comes Adaptability, a general rating covering both how quickly a newly acquired player will acclimatise to your team, and how well they'll perform out of position. Someone like Luis Enrique, who can play anywhere, rates 20 for this. One handy new feature, introduced after urgings from your correspondent (cough), is a Contract Expires column on your team screen, making it easier to avoid losing players to the Bosman ruling without having to open each file individually.



"I've also started a 'cool shirts' game, in which I only control teams with groovy shirts."

(Above) What? 745,000 points? The boy Blanchflower's a phenomenon...
(Above right) The introduction of foreign talent seems to be serving the Kentish giants well.

ALL TEAM ROSTERS UPDATED AS OF NOVEMBER 3rd 1996

©1996 Midway Home Entertainment Inc. All Rights Reserved. Coin-operated Video Game © 1996 Midway Games Inc. All Rights Reserved.
Midway is a trademark of Midway Games Inc. Used under license. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without prior written consent of NBA Properties, Inc. ©1996 NBA Properties, Inc. All Rights Reserved.
GT™ is a trademark and the GT logo ® is a registered trademark of GT Interactive Software Corp.
Nintendo®, Nintendo64, and N are trademarks of Nintendo Co., Ltd.
"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

Distributed by
GT Interactive Software
(Europe) Limited
MIDWAY
OFFICIAL
NBA
LICENSED
PRODUCT
i love this stuff!
NINTENDO 64
PlayStation
PC CD-ROM
WIN 95

SHERINGHAM...£3.5M

OVERMARS...£5.7M

BERG...£5.0M

GINOLA...£2.0M

CHAMPIONSHIP MANAGER 97/98...£24.99*

*SUGGESTED RETAIL PRICE

PUBLISHER OF THE YEAR 1997

EIDOS
INTERACTIVE

UPDATED & BETTER THAN EVER!

Championship MANAGER SEASON 97/98

sportsinteractive

EIDOS INTERACTIVE

THE ONLY GUARANTEED GOOD BUY OF THE SEASON!

INCLUDES AN AMAZING NINE 97/98 LEAGUES IN ONE GAME!!!

ENGLAND • SCOTLAND • FRANCE • GERMANY • ITALY • SPAIN • HOLLAND • PORTUGAL • BELGIUM

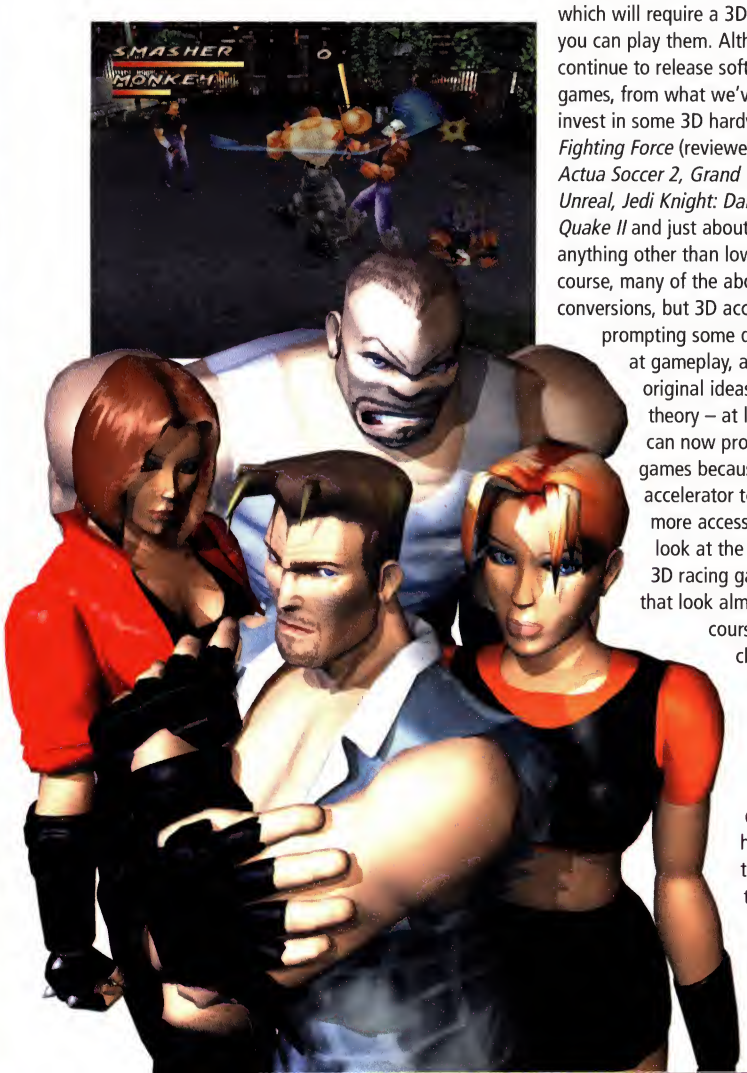
TM & © 1997 SPORTS INTERACTIVE LIMITED. © 1997 EIDOS INTERACTIVE LIMITED. ALL RIGHTS RESERVED.

Review ZONE

This month

The PC is now the platform of choice for gamers who demand the best in gameplay and graphics – thanks largely to 3Dfx, PowerVR and developers who are keen to embrace the latest technology.

EUROPE'S BIGGEST COMPUTER TRADE SHOW (ECTS) WAS HELD AT EARLS COURT, Olympia recently, and for the first time in years the best looking games were not showing on the new breed of super-consoles, but on the PC. Of course this was down to the number of titles that directly supported 3Dfx, PowerVR and the Creative Labs 3D accelerator cards. It's significant that this month sees the first of what will undoubtedly be many releases that won't run on a standard PC. The excellent *Shadows Of The Empire* from LucasArts and *Resident Evil* from Virgin both came in for review this month and both games are 3D accelerator only. We also had a look at *Turok – Dinosaur Hunter* from Acclaim and *F1-97* from Psygnosis, both of which will require a 3D accelerator card before you can play them. Although developers continue to release software-only versions of games, from what we've seen you'll need to invest in some 3D hardware if you want to play *Fighting Force* (reviewed on page 82), *G-Police, Actua Soccer 2, Grand Theft Auto, Incoming, Unreal, Jedi Knight: Dark Forces II, Incubation, Quake II* and just about any flight sim in anything other than low-res on your PC. Of course, many of the above games are console conversions, but 3D accelerator cards are prompting some developers to look more at gameplay, and come up with some original ideas and concepts. In theory – at least – every developer can now produce good-looking games because the new 3D accelerator technology has made it more accessible to everyone – just look at the number of flight sims, 3D racing games and *Quake* clones that look almost exactly the same. Of course, people have always championed gameplay as the most important ingredient in a game, but the advent of 3D technology will hopefully force developers to look harder at making games that play as good as they look.



Reviews index

Dark Reign	121
Fighting Forces	82
Galapagos	104

Incubation	96
International Rally Championship	92
Lands Of Lore 2	116
Outpost 2	119

Resident Evil	114
Shadows Of The Empire	108
Shadow Warrior	101
Star Trek Starfleet Academy	88

Total Annihilation	111

Scoring system

90+ CLASSIC

The highest accolade a game can attain. Not only is it innovative and highly original, but it's extremely playable and has masses of long-term appeal. Games that receive the 'Classic' award should be seen as a benchmark with which to compare other games of the same genre.

80–89 RECOMMENDED

An excellent game that simply lacks that certain something to make it a gaming classic. It may not be necessarily highly original, but it contains some new ideas and variations that add to the genre that are well implemented. Well worth checking out.

70-79

If a game scores within this bracket it's good, but not good enough to be recommended. It's not exactly original and somebody's probably done it better already, but it's still playable all the same. Basically, it's worth shelling out for, especially if you're a big fan of the genre, but don't expect anything innovative. Whatever you do, don't discount games just because they don't quite hit the recommended mark!

50-69

Games that fall into this bracket are distinctly average and don't really offer anything new. There's nothing much wrong with these titles, but then there's nothing much to recommend them either. They're just average. Okay. Not bad. Alright. We've seen it all before. A lot better on budget. You get the picture.

40-49

Okay, so you're not really going to buy this, are you? We'd advise you not to. It's below average, it's not very playable, you'll probably be disappointed. It had a few nice ideas, but they were badly executed. Give it a miss.

21-39

Oh dear. This should never have got past the ideas stage. It offers absolutely nothing new to the genre, is very limited in terms of gameplay, frustrating to play and ultimately a complete waste of money. Avoid disappointment. Avoid this game.

20 AND BELOW PANTS

Absolutely bloody awful. Unplayable, due to bad design or bugged code. Crap with a capital 'C'. Naff with a capital 'N'. Do not buy this game, it will ruin your life and all those who come into contact with it. It doesn't get much worse than this. Have we made ourselves clear?

In Perspective

This is designed as a purely visual guide to how games of a similar style compare. The bars do not relate to previous review scores... they are simply an indication of how the reviewer feels about the products on a sliding scale.

Game 1

Game 2

THE BENCHMARK PC

At ***PC Zone*** all games are played and tested on a **DAN Technology Pentium 133** with 16Mb RAM, a 2Mb graphics card and a quad-speed CD-ROM drive. We also use Maxi Gamer 3Dfx cards for releases that support D3D and 3Dfx specific games.

PC Zone use **Dan PCs** exclusively 'cos they're absolutely fab. If you want any more info on Dan machines, **you can call them on:**

dan Personal Computers *The People's Choice*

0181 830 1100

LISTEN UP!

You know that you're gonna need a 3D accelerator card. We recommend the **Maxi Gamer 3DfX**, not only because it's a good card, but also because at under £100 it represents excellent value for money. It allows you to run the best titles in glorious hi-res, mixes in the most fabulous effects and turns your PC into a red-hot games machine.

For further details contact Maxi on:

0181 944 9000

MAXi

ATI 3D Native Version Available	**3DBLASTER** Native Version Available	**3DFX** Native Version Available	**DIAMOND STEALTH** Native Version Available	**MATROX MYSTIQUE** Native Version Available	**POWERVR** Native Version Available	The software is designed to take advantage of **D3D**
The software is designed to take advantage of **MMX**	This software will only run under **WINDOWS 95**	The software may run slowly, especially in hi-res mode	The software supports **MICROSOFT DIRECTINPUT**	The software supports **MICROSOFT DIRECTPLAY**	The software supports **INTERNET PLAY**	The software will run acceptably on a **486DX2/66**

THANKS THIS ISSUE TO:

Tufty – for holding our hands
Tim MacDonald – for being a quick learner
Lee Hyde – for getting on with it
Macca – for getting away with it
LucasArts & VIE
Damon Le Geyt @ The Design League
Susie @ Core Design
Text 100 & Microsoft
Matt @ Blue Byte

Cool games

We see hundreds of games over the months but there are a few that we hang on to and continue to play at lunch-time/when we're supposed to be doing more important stuff...

- Hexen II
- ◀ Incubation
- Total Annihilation
- Dark Reign
- Sensible Soccer

Crap games

There are some games that you can leave in the middle of the room with a big sign next to them saying "Please steal me" and you still can't get rid of the bloody things...

- Dark Colony
- ◀ World Wide Soccer
- 4-4-2
- Atlantis
- Machine Hunter

RECON

RESCUE

DESTROY

air.

force.

WE BUILD SIMS BY THE BOOK.

LONGBOW 2

Complete Helicopter Warfare.

(Above left) "Purple trousers? Hav[illegible]me of *that!*" The fashion p[illegible] another victim. (Above centre) Oops.. [illegible] clumsy... (Above right) Almost ever[illegible] scenery is in som[illegible] here Hawk swigs down a Cola, [illegible]

Fighting Force

PC ZONE Recommended

Beat 'em ups have always had a bit of a rough ride on the PC. Charlie Brooker believes that Core Design's new smack-fest will bridge the gap between *Virtua Fighter* and *Tomb Raider*.

POP QUIZ: WHICH IS MORE FUN - Swingball™ or chess? If you answered chess, you might as well skip the next four pages. Fighting Force is not for you. Swingball™ fans however, stay tuned - as should anyone who enjoys a bit of good ol' dumb entertainment. This is a beat 'em up game in which you get to smack lots of people right in the chops. A cerebral feast for the intelligentsia it is not. If this upsets you, go away. Go away right now.

Have they gone? Fine. The rest of you: follow me.

Back to the old school

Here's the basic concept behind Fighting Force: take an old-fashioned side-scrolling beat 'em up game of the Streets of Rage variety, and give it a cutting-edge 3D makeover, adding a host of new gameplay elements as you do so. It's surprising no-one's done this on the PC before now: scrolling-n-fighting games have been around ever since Irem's Kung Fu Master first appeared in the video arcades. From 1984, when Kung Fu Master made its debut, they sustained their popularity thanks to successful arcade releases such as Double Dragon, Altered Beast, Final Fight, and Two Crude Dudes - each of which were subsequently translated for consumption in the homes of bloodthirsty Megadrive and SNES owners. Indeed, games of this ilk were a staple of the 16-bit gaming market. Some were a great laugh (Teenage Mutant Ninja Turtles), some were absolutely appalling (Cliffhanger), and some had dwarves and orcs in them and therefore don't really count (Golden Axe).

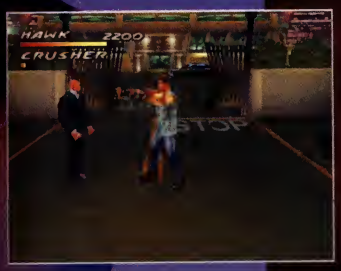
Like action movies (their closest Hollywood equivalent), scrolling beat 'em ups often stick to a particular formula - an unwritten code of law from which they must not deviate. Fighting Force is no different. Let's pick through those rules right now - and describe the game in more detail as we do so. Kay? Kay?

The ten laws of scrolling beat 'em ups

1 "The game must feature a group of seasoned fighters, of which one must be a 'big bloke', and another a 'cool' bloke. Women should be extremely attractive, young, and considerably more agile than the male characters (although they may NEVER be physically stronger)."

Well, that all seems to be in order. Check out the panel for more information on the Fighting Force kicking crew.

(Below) Even with a gun aimed point blank at his forehead, the henchman's loyalty to Dr.Zeng is unshaken. The twat.
(Centre) "Okay punk... did I fire six shots or only five? Do you feel lu-oh! Shit! Sorry. My hand slipped."
(Bottom) Slam your body down and wind it all around.



"Hmmm. Perhaps if I smash up the back of this pigmobile, I'll find a rocket launcher in the boot," thinks Mystic Hawk.

❷ "The game is not a meaningless series of fight sequences; it is telling a story. A stupid one. Preferably involving an evil overlord and a dastardly scheme."

Well, we've got a cracker here. It's the year 2003, and our heroes are struggling manfully to reach the secret H.Q. of Dr. Dex Zeng, a traditional 'mad scientist' who's planning to bring about the Apocalypse he believes should have rightfully occurred at the turn of the millennium. If he has his way, planet Earth shall burn as its population dies screaming. I blame the parents myself.

Anyway, our heroes are out to stop him. You've got to admire their motivation. If I knew that a crazed megalomaniac with countless millions of dollars at his disposal was hard at work plotting the end of the world as we know it, I'd give up completely, hide under a blankets and whimper tearfully about how cruel and unfair everything is. And the planet would get blown to bits and I'd die. Not so our heroes. They know exactly what to do: seize the rose by the thorns, grit those teeth and roll their sleeves up. "I'll break through his defences and stop him," they must have thought, "even if I have to beat every single one of his henchmen to death with my bare hands." Which brings us to the next given absolute.

❸ "The player(s) must face an apparently endless stream of assailants, each loyal to the overlord's cause."

No kidding. Dr. Dex Zeng's devotees are legion. The press release describes them as "several militant followers," which implies that there are about 100,000 less of them than there actually are. Whatever the difficulty setting, they never stop coming - an unremitting tide of hooligania violentis, each of them doggedly hell-bent on knocking your head off. Imagine strolling into the centre of a National Front rally wearing a T-Shirt with the words 'All White Men Are Poofs' printed on it in bold, black capitals; the ensuing scenes would be strikingly similar to much of Fighting Force.

There's no respite. Enemies continually spill out of doorways, alleyways, subway trains and the back of trucks. They stride towards you with a menacing sense of purpose, clenching their digital buttocks, inwardly chanting a Neanderthal mantra: must hit man hard in face. And not one of them so much as smiles at you.

❹ "Weapons must be made periodically available during the game. Both dedicated hardware (knives) and impromptu weaponry (bottles) are permissible. All such objects must be unusable after six or seven blows."

Now here's an aspect in which Fighting Force scores highly: the sheer variety of things with which you can thrash people senseless is quite unprecedented. There are three whole methods of getting your hands on a maiming tool of some description. The first, and best way is to knock it out of an enemy's hand. Baseball bats, knives and guns are all readily available in this manner; the game should be made compulsory training for all student teachers in South London, where it can be regarded as interactive documentary (although the occasional grenade or rocket launcher might raise an eyebrow).

Your second option is to keep an eye out for nearby 'trackside objects' which could conceivably come in handy. The programmers have included a bewildering number of these: oildrums, crates, suitcases, dustbins, parcels, planks, even traffic cones are for the taking, each of them ideal for at-the-scoundrel hurling.

Finally, and most entertaining of all, there are the weapons the player makes for themselves. Most of the scenery in the game is interactive in the most satisfying sense: you can break it. As anyone who regularly vandalises primary schools will tell you, damaging other people's property purely for kicks is a heck of a laugh (the downside being that it's a socially reprehensible act perpetrated by imbecilic teenagers). Fighting Force manages to combine the vicarious thrill of vandalism with the brutal satisfaction of hitting someone with something hard, by making it possible to break certain objects until they yield potential weaponry. Take a parked car, for instance. Start smashing ten bells out of the accursed thing, and the alarm goes off and the windows start to shatter. Really trash it and eventually the wheels fall off - which you can then lob at the enemy. Play as 'big bloke' Smasher and you can even rip the engine out and swing it around. It's also possible to wrench railings from the walls, forming an impromptu baton, and to grab fire axes from emergency boxes.

Fighting Force combines the vicarious thrill of vandalism with the brutal satisfaction of hitting someone with something hard.

❺ "The enemies must be incredibly stupid"

Ah. Not so. The bad guys in Fighting Force fearlessly break rank with tradition and actually use their noggins from time to time. Drop a gun and one of them may well pick it up and ventilate your chest with it. They'll also grab discarded knives and baseball bats on occasion. More frightening still, certain attackers sometimes peel away from the main fight and explore the scenery in search of objects to throw at you. Their A.I. routines also stretch to provide them with a kind of collective memory; if you repeatedly favour a move, they'll learn to block it. It's hardly a battle of wits, but it does represent a substantial improvement over yer average piece of cannon fodder.

❻ "The game must be split into multiple stages. Progression will be interspersed with segments in which players are temporarily confined to a limited area until such time as all their attackers have had all traces of shit beaten out of them"

That's true of Fighting Force. The game is staggered

Use a joypad!

If you're playing *Fighting Force*, use a joypad.
If you're playing *Fighting Force*, use a joypad.
If you're playing *Fighting Force*, use a joypad.
If you're playing *Fighting Force*, use a joypad.
If you're playing *Fighting Force*, use a joypad.
If you're playing *Fighting Force*, use a joypad.
Okay? Any questions?

(Below) Tee hee. Tee hee hee. Snigger. Chortle. Chuckle. Snigger. (Bottom) The multiple transparency effects lend an air of fragile, eerie beauty to the low-brow brutality of the proceedings. (Bottom left) The one-on-one arena mode enables two overweight, sweaty computer game fans to temporarily don the guise of a pair of lithe, leggy hellcats.

across seven levels, which in total are split into around twenty five separate chunks. There's plenty of variety here, even if the settings sound peculiarly familiar. The characters slug it out in the darkened alleyways of the Bronx, in the corridors of a giant office block, through a park, on board a subway train, atop a variety of lifts: indeed, every location you've ever seen in an action movie seems to rear its head at some point in the game.

7 "The fighting itself must be both simplistic and repetitive"

Well, yes. Core's initial plan with Fighting Force was to endow each character with as many moves as the characters in say, Tekken. Unfortunately, given the full 3D environment, that's proved impossible (most one-on-one beat em ups, despite their 3D appearance, limit the action itself to a two-dimensional plane). What you're left with is undeniably more complex than the Final Fight school of scrapping, but not light years beyond. If you're good, you'll have learned your chosen character's every move by the end of the second level, so the only thing to look forward to is the ever-changing scenery, the promise of some new weaponry, and a host of unfamiliar enemies. More than enough for some, but those who aren't fans of this kind of caper in the first place are likely to tire of the ensuing repetition before long. But what can Core do? The only solution PC Zone can see to the problem is to introduce a new 'move' for every character at the start of each new level - which would surely urge the player onward.

Still, if you've got an obsessive-compulsive disorder tempered with violent anti-social tendencies, Fighting Force is bliss.

8 "There must be a two-player option."

Another count on which Fighting Force hits home; not only is the pre-requisite co-operative mode included, there's also a mano-a-mano 'Battle Arena' mode in which you and your bestest pal can punch each other repeatedly around the head face and neck, using one of the four 'good guys', or (depending on your progress through the main game) an 'end of level' boss. It ain't exactly Virtua Fighter 3, but it is a very welcome addition.

9 "The absurdist nature of the violence must make the player laugh out loud"

Yup. Perhaps we're all sick, but don't you agree that there's something intrinsically hilarious about relentless, merciless physical brutality? If you don't so much as stifle a chuckle when 'Hawk' headbutts a street punk, or suppress a smirk as 'Mace' senselessly murders a pair of couriers with a stolen fire axe, then you're not human. Or inhuman. Whatever.

10 "One of the characters must have a move whereby (s)he knees an enemy repeatedly in the testicles"

Hey. They haven't let us down.

In conclusion

Fighting Force isn't going to win over anyone who strokes their chin and reads Granta. You will never see it smugly dissected by a panel of self-important tossers on The Late Review. It won't be considered as a pinnacle of artistic endeavour. It is not an Peckinpah-style tribute to the hypnotic and balletic beauty of violence. Nor is it a daring graphic treatise on the nature of man's inhumanity to his fellow man.

No. It's a computer game in which a lot of people get hurt in a variety of entertaining ways, with excellent 3D visuals and a surprising amount of detail. So if you like the sound of that, our advice can be effectively summarised with this pithy, direct epithet: buy it. 7

Winners do use thugs

Here's that *Fighting Force* line-up in full:

MACE DANIELS

It's probably safe to assume that Mace is no relation to Helen Daniels off *Neighbours* (who we'd *really* like to see in a fighting game). She's a 21-year-old hell vixen with an unquenchable thirst for violence. And she's gorgeous. Not a black eye or broken nose in sight. Apparently, when she's not acting as a paid mercenary she earns her living as a private eye.

Some may consider her character profile far-fetched. We couldn't possibly comment.

HAWK MANSON

It's probably safe to assume that Hawk is no relation to either Stringfellow Hawk off *Airwolf*, or Charles Manson off *The Late Nineteen Sixties*. He's *Fighting Force*'s obligatory 'cool' character, although if you ask me he looks like the kind of brainless beefcake that gets hurled out of windows by women in offensive car advertisements. According to the PR bumph there's some 'chemistry' going on between him and Mace, although I had an eye on him for hours and he didn't so much as goose her.

ALANA MCKENDRICK

It's probably safe to assume that Alana is no relation to Simon McCorkindale off *Manimal*. If you like characters who kick people a) a lot and b) very quickly indeed, pick her. She performs perhaps the most useful move in the game - a kind of spinny flying kick thing that clears the room quicker than an angry wolf at a sophisticated dinner party.

BEN 'SMASHER' JACKSON

It's probably safe to assume that Ben is not related to Ben the Giant Rat, alluded to in the song 'Ben' by fellow non-relation Michael Jackson off *That Notorious Civil Suit Which Was Quickly Settled Out Of Court*. He's big, he's burly, he's unlike Liz Hurley. He's better at smashing stuff up than anyone else (hence his *nom de scrap*), and as is *de rigeur* for fat videogame characters, he's a bit slow but incredibly strong. His favourite magazine is *Bella* and he often spends the night down the local docks, swanning around in a great big skirt, holding a handwritten sign that reads "SAILOR'S PLAYTHING- 50p A GO". Honestly. The man's naught but a big hairy jizz jar.

In Perspective

As we've mentioned elsewhere (and are mentioning again here purely in the interests of padding), there aren't really any other scrolling beat em ups around at the moment, with the possible exception of *Time Commando*. Still, if you want to compare *Fighting Force* with the following action games, here's where it stands:

Fighting Force

Virtua Fighter

Time Commando

Streets of Rage (Megadrive)

Die Hard Arcade (Arcade Machine)

Tech Specs

Memory: 16Mb
Processor: P120
Graphics: VGA/SVGA
Sound: All major sound cards
Controls: Keyboard, joypad highly recommended

Score

Dumb. But fun.

88

Price: £TBA
Release date: October
Publisher: Core Design/Eidos
Telephone: 01332 297 797
Web site: www.core-design.com

dan Personal Computers The People's Choice

GAMES of Glory

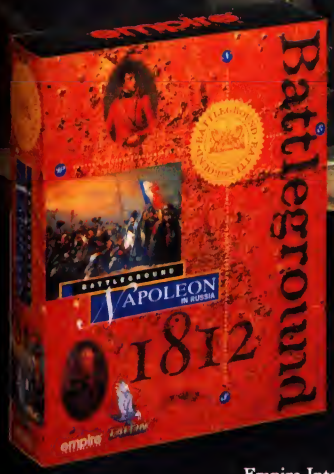
FROM

TALONSOFT

The Battleground Series: Challenging and entertaining... immense fun - **PC Gamer**. Wow! This is good - **PC Zone**. Excellent graphics and animation... a blast to play - **Strategy Plus**. Dramatic and realistic... outstanding - **PCGW**.

Napoleon returning from Elba by Vasily Ivanovich Sternberg (Wilhelm) (1818-45)
Christie's Images/Bridgeman Art Library, London.

BATTLEGROUND
NAPOLEON
IN RUSSIA



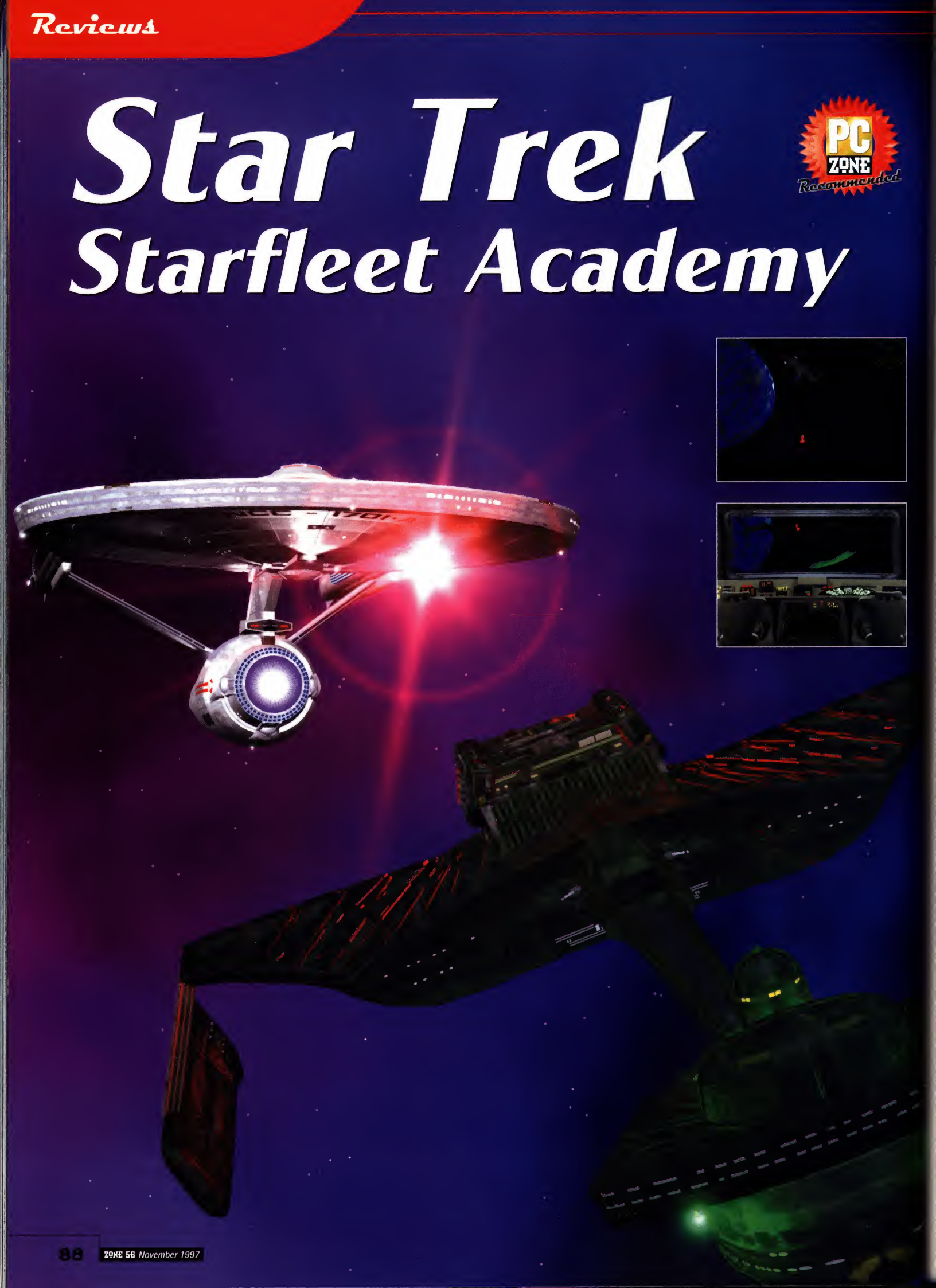
Outwit the greatest military minds in history and change the course of world events forever with the award winning Battleground Series from Talonsoft. You can either play alone or head-to-head via a modem, or on the internet. With eight titles out now, there's never been a better time to intervene on behalf of humanity.

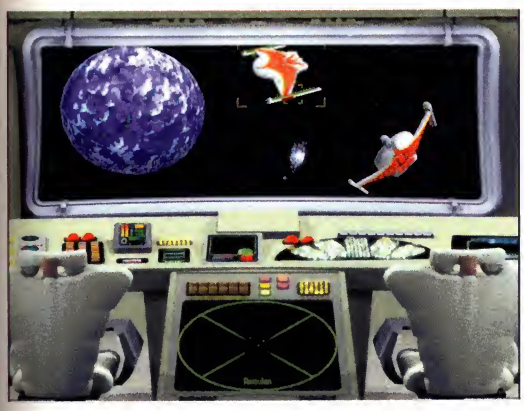
TALONSOFT

empire INTERACTIVE

Empire Interactive, The Spires, 677 High Road, North Finchley, London N12 ODA. Tel: 0181 343 7337, Fax: 0181 343 7447 www.empire.co.uk

Star Trek
Starfleet Academy





Star Trekking across the universe. Paul Presley's somewhat backward and his jokes are definitely getting worse – please accept our humble apologies.

THOSE OF YOU WHO READ LAST MONTH'S issue from cover to cover may very well have stumbled across my Starfleet Academy Blueprint. Nestled snugly between an advert for a hard drive accelerator and a preview of a driving game, it was an unassuming little piece, brazenly optimistic but tinged with caution. There were a couple of good jokes in it too, but they'd been spliced out at the editing stage, so I can only assume they weren't up to the rigorously high comedic standards demanded by the magazine's bosses in Bolsover Street. Pity, the one about Ricardo Montalban and the pint of Greek yoghurt was a particular favourite.

My main concern was that the *Star Trek* licence had run its course – or had entered the final sprint stage of the race at any rate. At the moment, *Star Wars* is the 'cool' science fiction epic, and it's looking increasingly likely that *Blade Runner* will be next in line for the throne.

So whither *Trek*? Forever to be cast as the white-haired old man in the corner, waving its walking stick and bragging about its time in the war? Or are we to witness a resurgence in the Federation? That much I cannot say at this stage. But what I can reveal is that unlike the two recent television shows that have attempted to force-feed Paramount's ever more hungry cash cow, Interplay's latest exciting venture into the world of Roddenberry is unquestionably a damn good step in the right direction.

The multi-player game lets you control other races' ships.

In a bid to ease intergalactic tensions, the Enterprise invites the Klingons round for a disco.

Books, cover, judging

Now, I'll be honest. When I first got my hands on the discs for last month's preview, I wasn't entirely convinced. Yes, they were pre-alpha. Yes, Interplay still had a lot of work to do. Yes, I wasn't supposed to be making speculative judgements. But enough of the game existed for me to get a feel for what it would be like, and I just couldn't make myself say, "You know, I think this is going to be good."

The nature of the control method bothered me for one – flying a starship with a joystick simply didn't seem right.

"Not only is the quality of the FMV extremely high, but it's also all very well written and well acted."

I also felt they had the balance a little wrong – too much gratuitous combat, not enough *Star Trek* diplomacy. Not only that, but as I said earlier, I was also fretting over the popularity of *Trek* in general and the wisdom of releasing a game in the current climate.

So it's with a certain sense of relief that I can say the finished game has been on my hard drive for a good few weeks now and that Interplay have pulled it off. *Starfleet Academy* is a good game. A very good game. It isn't *Naked Twister*, but it's still damn good fun.

Left hand on pink, <SLAP>

In case you were unfortunate enough to miss last month's rather excellently written Blueprint, let me paint you a literary picture. *Starfleet Academy* is a full-on simulation of life at the prestigious school of 23rd century learning. Hopeful young students from all across the galaxy flock to the San Francisco base, much as hopeful young students of today flock to whatever pub will give them free access to the sludge tray at the end of an evening. A Starship captaincy is their dream, a chance to play among the stars, seeking out new life and civilisations, boldly going, heroically returning and dynamically thrusting when asked to describe this Earth thing called 'kissing'.

In truth, only about three per cent ever get a passing grade, the rest return to doldrum existences forever tinged with failure until they eventually end up living in a gutter ▶

A-two, three, four.... "Klingons off the starboard bow, starboard bow..."

The exploding console lottery, Ladies and Gentlemen, take your seats. (Above right) Watermelons at three o'clock, Captain!

somewhere on Vulcan, drinking synthi-meths from a plastic bottle and shouting about anti-matter stabilisers to anyone passing by. Strangely though, Starfleet never seem to put that bit in the promotional literature.

You are one such hopeful, David Forester, tasked with forming a crew and taking them through an entire semester of Starfleet training using the infamous exploding simulation machine seen in the second *Star Trek* film. The actual game is a mixture of simulated missions and basic adventure-style FMV segments during which you have to deal with the personal lives of your crewmates.

It sounds a bit silly I know, but the strange thing is that these sections actually do a good job of carrying the storyline along while making you feel like you have some measure of control. You'll be watching a scene depicting your crew sitting at a table, discussing their reasons for joining Starfleet, for instance, when one of them says something that pisses off another. A fight breaks out and suddenly you're presented with four choices: let them go at it, caution one or the other, or step in and shout at both of them. Depending on the choice you make, the crew's individual ratings will rise or fall, which in turn will affect their performance in the simulator.

It's actually good fun, because not only is the quality of the FMV extremely high (which makes a change for this sort of thing), but it's also all very well written and well acted, and after a while you really do become sucked into the story and start feeling the pressures of being in command.

I'm a captain, not a counsellor, dammit

But that's secondary. The core of the game is the simulator and, as I said, I had my reservations going in. My main worry was that a joystick-based control method wouldn't be an effective simulation of Starship flight control. Surely space is like underwater combat? Tense, nervous, careful affairs. *Star Wars* was the all-action *Top Gun* version of space combat. *Star Trek* is about strategy. Isn't it?

Well, sod that. Mostly, this works. I didn't think it would, but it does. The combination of piloting controls mixed with easy-to-remember keyboard shortcuts for bridge functions is a mixture that only Dolly has been able to beat. After the first few training missions (simple affairs that get you used to things), you're soon feeling in control and consequently you start feeling more confident in command. So far I have yet to want to try something that isn't possible (within the boundaries of the game – there isn't a 'Scotty, beam that crew woman's clothes two metres to the right' option, for instance).

My other worry was that it would be all combat and nothing else. A 'warp in here, shoot that ship, warp home again for synthi-tea and biscuits' affair. Well yes, there is a lot of combat, but no, it doesn't feel like too much. Each mission has enough variety to keep things interesting. You're never entirely sure what's going to be asked of you when you leave the Starbase, and the fact that Interplay haven't been afraid to throw in story elements in the middle of a mission mean that the overall atmosphere of command life is maintained.

Starship Simulator v1.2

It isn't all roses, though, and it's in the simulator that most of the problems occur. For one thing, despite it being nice that missions do vary while in progress, the transitions aren't always as clear-cut as they could be. Mainly this is down to a pretty ineffectual radar – it's the old *Elite*-style oval, with ships on rising and falling lines around you.

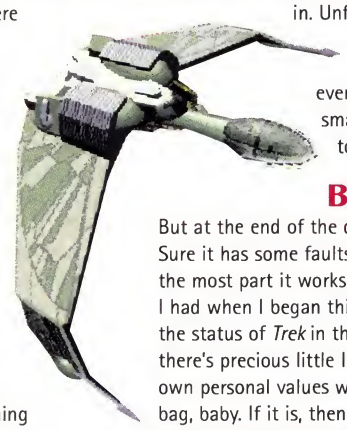
When it's just you versus some enemies, then fine. That's all you really need. Unfortunately, when you've got missions that ask you to protect certain ships, attack others, beam prisoners off this one and make sure that one gets away safely, it becomes confusing working out who's who – even more so when you're dealing with similar ships on different sides (one Klingon requesting protection while another wants to put a torpedo up the other's nadgers, for example).

A Quick Tour Of The Academy. (From top) The Student Lounge: for relaxing, boasting and picking up Andorian chicks; The Engineering Lab: make you own photon torpedo with everyday household items; The Commandant's Office: please try not to pass comment on the sex toys displayed openly on the desk; The Museum of Alien Things – or if you're a Klingon, the armoury.

(Top) *Mastermind 2256*, your specialist subject: Plot Holes and How To Ignore Them. (Above) Join Starfleet, they said. See the galaxy, they said. Seek out new life and civilisations, they said. Harumph... (Right) Kirk kicks Klingon, er, kass (*Terrible – Ed.*)

What's needed is a much clearer 360-degree view. The idea would be that in a real ship, your navigator or weapons officer would be able to tell who's who and where automatically, and then plot courses and fire weapons accordingly. You have to rely on single dots on a 2D radar, and it just doesn't work as well as it should.

Also, when a mission's plot is being acted out, it doesn't always match up to what's happening on screen. For instance, you'll warp into a system after receiving a distress call and as soon as you arrive you'll see a couple of ships pounding away at another, but then one or two will break off and fire in your direction. Meanwhile, your communications officer is telling you you're being hailed by the ships and everything will cut to an FMV conversation sequence where the enemy chat away as if nothing has happened.



The problem is that the simulator part of the program already knows the mission and starts up the second you warp in. Unfortunately though, it then tells the computer to start the plot parts to let you know, which means everything's out of sync dramatically. It's a small thing, admittedly, but it does serve to make things all the more confusing.

Back in dry-dock

But at the end of the day, Brian, I enjoyed *Starfleet Academy*. Sure it has some faults, but they're negligible. As a game, for the most part it works and works well. Two of the three fears I had when I began this review have been removed. The third, the status of *Trek* in the public's eyes, is still there but then there's precious little Interplay can really do about that. Your own personal values will decide whether *Star Trek* is still your bag, baby. If it is, then welcome to a highly enjoyable game. The boy Interplay done well.

Network play

Despite being a story-driven affair, there's a very healthy multi-player side to *Academy*. In the past we've been accused of forgetting that, as a leading games magazine of the '90s, we naturally have access to all the very latest equipment for free (Internet connections, graphics cards, IPX networks, Swedish penis enlargers). Whereas you gentle reader folk, living out there in putrid squalor, barely a penny to your name, have to make do with whatever you can cobble together from bits of soggy shoestring and used pieces of gum. As a result, I'm not really going to harp on and on about the multi-player elements of the game.

That said, those that do have the option are in for a a treat. True, it's no *X-Wing Vs TIE Fighter*, but there are some interesting modes of play for IPX chums to engage in (pun fully intended and apologised for). First, have your standard deathmatch arenas. Pick a ship from the many on offer and slug it out with everyone else. You can limit the matches to certain sizes of ships if you like, but generally it's familiar territory.

Next up is Galactic War, a sort of *Colonisation* in space. You have control of a number of planets and are tasked with flying to your opponents' worlds, beaming down a landing party and taking over. The winner is the first person to have troops on every planet. Naturally this is a more strategic affair than the standard battles, and you spend more time building up defences than actually invading.

The best of the bunch though is the *Elite*-style Net Profit which is is basically *Elite* in the *Star Trek* universe. You are a trader, given assignments from a central location, the goal being to take goods from one place to another, earn enough money to upgrade your ship to something bigger and be the first to reach a set number of credits.

The only snag is that everyone else is doing the same, running the same missions, trying to get the same goods and so piracy is rife. It's everything *Frontier: First Encounters* should have been but wasn't. Sort of. It's almost good enough to have been a complete game in its own right. All Interplay need do is add some AI to other ships, make it available in single-player mode and bingo – another modest hit on their hands. If only I worked in their Project Management departments.

In Perspective

Not so much an adventure-style game, *Starfleet Academy* is more along the same lines as the *Wing Commander* series, *Privateer 2*, *X-Wing Vs TIE Fighter* and so on. As regards quality they're all much of a muchness – it just depends on which universe you want to fly in.

Wing Commander IV

Privateer 2

Starfleet Academy

X-Wing Vs TIE Fighter

Tech Specs

Memory: 16Mb
Processor: P90
Graphics: SVGA, 3Dfx, Rendition
Sound: All major sound cards
Controls: Joystick, mouse, keyboard

Score

As close to being Kirk as you can get – in a good way, that is.

87

Price: £44.99
Release date: October
Publisher: Interplay
Telephone: 01628 423666
Website: www.interplay.com

dan Personal Computers The People's Choice

International Rally Championship

PC ZONE Recommended

The last time Patrick McCarthy was told to take a corner sideways in his car he got one ear caught on the windscreen wiper controls and banged his shins on his instructor's forehead.

(Above) Avoid allegations of invisible barriers in your games by adding real barriers. (Above left) Well, mostly.

A FRIEND OF MINE HAS JUST BOUGHT ONE of those ridiculously over-powered four-wheel-drive Lunatic Jeep things. He lives out in the middle of nowhere, and has recently taken to sliding about down mud tracks in it, leaving huge tyres gouges over everything in sight. He had complaints from the Ramblers' Association. His response was that if they could afford the sort of cars like he has, they'd actually be the Four-Wheel Drive Association. He's also put a pile of carrier bags outside his house, along with a sign asking all ramblers to put them on over their walking boots because they're damaging the environment. He should have been a rally driver, really. Then he'd be paid large sums of money to wreck country lanes, instead of just doing it as a hobby. But on to the subject at hand.

> ***"Backgrounds are cute, and cars throw up dust, snow and torn-up bodies of small animals."***

Europress and the RAC have parted company. Their previous (licensed) union had apparently restricted the representation of the RAC Rally. This time out, the lack of a licence apparently allows Europress more freedom to produce zany courses and throw in the spectacular crashes and hideous wipeouts that everyone knows is the only reason people go to watch the sport anyway. Let's face it, you never see highlights on TV of people parking really tidily, do you? It's always multiple somersaults into the crowd with wheels flying off in every direction. So maybe Europress have a point.

Options a-bungo

As a result of this freedom, there are a lot more in-game options, with arcade and time-trial modes, as well as various versions of full Championships. You can also make up your own rallies, customising everything within them. In addition, up to eight people can now race against each other over a network. But hey, we're all testosterone-packed males around here – let's talk about cars.

Caaaaaaaaarrrrrrrs

There are three new cars in this version, making nine altogether. The Mitsubishi Lancer Evolution and Toyota Corolla are in the Class A (Scary Bastard) category. The Nissan Almera is in Class B (Still Slightly Worrying.) Names to conjure with, eh? Whatever happened to Mini Coopers and E-Types winning rallies. Eh? Eh? *(Get on with it.– Ed.)* The other cars, in ascending order of scariness are the Skoda Felicia, VW Golf 16v, Proton Wira, Ford Escort WRC, and the Subaru Impreza Scary Cack-Panted Bastard Thing. (Wouldn't cars be better if they had names like that added on the end, instead of all that L, LX, 16 Valve crap? Write to your MP today.) As before, if you race as one of the weaker cars, your stage results will appear in the class times as well as the overall ranking. So at least you don't have to choose a Subaru Impreza if you want to win something (although, let's face it, you probably will).

(Above) Zen-ed up drivers like to stop in the middle of bridges to watch the sunset. It's a 'Quality Moment' thing.

(Above) "Excuse me," called Trevor, "but would you mind standing on this side of the wall so that I can run you over in my fast car?"

Good stuff

Graphically, it's much improved – especially if you have a 3Dfx card – backgrounds are cute, and cars throw up dust, snow, torn-up bodies of small animals and all the other shit you get on the average side-road in the countryside. You can even do one of those reverse-lock spins in which you disappear behind a cloud of sand in desert stages. If you want. You don't have to.

The different locations means there's more variety in the track surfaces, as well as a lot more going on topographically: there are serious cambers and huge jumps. Time trial sections now have the obligatory ghost car to race against. As in the previous version, a lot of this can be switched off to speed the game up.

The facility to create your own courses is good, especially as other people can race courses you come up with by typing in an alphanumeric code.

It also seems easier to drive. "Independent suspension" means the cars' handling has been improved – even using a keyboard, it's really easy to set up a controlled powerslide. For the most part, however, the much-vaunted crashes seem less spectacular than the original. In the first game you only had to clip a tuft of kerbside grass to go rolling sideways down the road, before ending up on your roof, feeling like a dickhead. Annoying delays then occurred while you were righted. In this, although you tend to do 360 degree spins when you touch another car as if you have a bloody great trackball in the middle of the car's underside, you carry on as if nothing happened. When I finally managed a forward somersault, I scarcely slowed down, bouncing a couple of times and racing away without so much as an embarrassed cough. A bit of a let-down really. Nevertheless, the sense of speed when you're driving is one of the best around. Mind you, if you were a fan of the in-car view from the last game, you're stuffed: all you get this time is a bonnet or chase view.

Less good stuff

One of the things I liked about the previous version was that you got some feeling of being in a real rally (I said 'some'), with the start times over different days and proper stages and so on. I'd prefer it if they'd have concentrated a bit more on the atmosphere – instead, with the courses being scattered all over the world in the way they are, it diminishes this somewhat and so doesn't seem a lot different to many other ▶

(Above) Clarence's pathological hatred of palm trees took over once again. His navigator sighed and braced himself.

Right side of the tracks

One of the new features is the ability to create your own tracks. Stop right there. I know what you're thinking. Endless perverse possibilities are racing through your tacky and twisted mind. Well, before you get too excited and start looking forward to drawing out a huge rally circuit in the shape of a naked woman with enormous breasts, or building and racing about in your own version of the Cerne Abbas giant, both complete with humorous forest sections, I'd better tell you it doesn't work in the way you might expect.

The cool way to do it, which would have allowed the detailed construction of all sorts of obscene and/or amusing variations, would be for them to provide you with a hi-tech version of a Scalextric track, in which you could tack together sections of road of varying degrees of curviness, up-and-downiness and camberiness *(Camberiness? – Ed.)*, one by one until you had the shape of the course you wanted. Then you'd add the background scenery, objects and so on. And before your Mum had called you down to tea, you'd be staring at a rally stage that looked like a still from *Debbie Does Dallas.* That's not how they've done it.

What they've done is gone for the parameter approach. You create a section, decide how long it'll be, then go through the various building parameters, moving slider bars around for bendiness, bumpiness and camberiness. *(Just stop using made up words – Ed.)* Add a few surface controls, some background preferences, and that's it – the section is generated automatically. It's pretty good, really – but not as good as a Scalextric approach.

(Left) Car line-dancing is this year's big thing. (Above) Sometimes you get to drive through really big puddles. *(Rivers – Ed.)*

rally games on other formats. In addition, they've actually started putting stages in where you do laps. I hate that.

There's still stuff they could have improved from the last version which they haven't. There's no point, for example, choosing anything other than Class A cars for the time trials because it doesn't differentiate between classes in the high-score tables and there's no way you'll match their times in a Skoda Felicia.

One problem from the previous version isn't there any more – but only because they've cheated. There was an 'invisible barrier' you bounced off on some stages, which looked ridiculous. They've solved this problem – not by letting you run wide, but by putting barriers into everything. Be warned, fences and barriers are everywhere.

One problem which persists is the mysteriously crap opponents' cars in the arcade stages: you hurtle round a bend at 148mph, straight into the back of a car doing 29 mph. Presumably the other competitors allow their elderly relatives to pop out for some shopping in their turbocharged rally monsters and by coincidence the grandparents choose to use the rally stage as a convenient shortcut to the local Spar.

Overall alert

Overall, it's slightly disappointing. Although it's faster and looks and drives better, it seems slightly diminished by its new 'colour-by-numbers' rally status. I'd have preferred it if they'd spent more time on adding a true feel of rallying to the simulation mode. Other cars never seem to get damaged the way yours does. By the end of a long stage your headlights are on the way out, your suspension's knackered and two gears out of six are shot to hell; your times suffer as a result. But no-one else seemed to sustain damage, judging by their times. Likewise with the weather conditions – your time on a stage when it's snowing is much slower than in the dry, but theirs never seem to suffer. And no matter how carefully you drive, you always get damaged – often at the same point. You can't help feeling it's programmed to happen regardless. Despite all this moaning, I'll still play it for the sense of speed, and the feel of the cars when you get a corner right. It's good. I was just hoping for more.

(Above) We thought we'd be really nice and show you every different weather condition in the game. Why? Because we love you. Not enough to take you home and pleasure you for hours on end, obviously. But enough to put ourselves out.

In Perspective

It's fast, and as much fun as last year's effort, but they could have done more to instill a sense of taking part in a rally to make up for the lack of a licence. Most of the in-game stuff hasn't really changed from the first version. So we've given it a lower mark.

- International Rally Championship
- Network Q RAC Rally
- Pod
- Carmageddon
- Screamer 2
- The Need For Speed 2

Tech Specs

Memory: 16Mb
Processor: Pentium (P166 recommended)
Graphics: SVGA
Sound: All major sound cards
Controls: Joystick, wheel, gamepad

Score

Worth buying. But a bit disappointing.

84

Price: £39.99
Release date: Out now
Publisher: Europress
Telephone: 01625 859444
Web site: www.europress.co.uk

dan Personal Computers The People's Choice

Armed hostility or social harmony?
The decision is yours...
Extinction is not an option.

05-09-1997 AD

Establish your own colony in space.

Manage, in real-time, each step of the construction of your colony.
You will have to confront volcanic eruptions, tornadoes, lethal viruses, social unrest and a rogue splinter colony.

So much to do, so little time.

No matter which scenario or mode you decide to play (solo or multi-player via LAN, modem or Internet), the threats are considerable and the danger is omnipresent. With Outpost 2, you are the creator. How long will you remain the master?

© 1997 Sierra On Line, Inc. All and the designs indicated on Sierra On Line, Inc. All rights reserved. Windows is a registered trademark of Microsoft Corporation.

FCA!BMZ

SIERRA®

http://www.sierra-online.co.uk

Win 95 PC CD-ROM

Incubation

PC ZONE Classic

Atmospheric or what? Ten minutes after we gave Andrew Wright a copy of *Incubation* to review, we found him whimpering under the desk on the phone to his mum. And he hadn't even finished his first turn...

INCUBATION IS HARDLY THE CATCHIEST name for a game, but if you want to convey the right mood and atmosphere, it's bang on. I don't know what the word does for you, but for me it conjures up pulsating, slime-green eggs lying in the dark, ready to hatch into loathsome slithering lifeforms. Something totally disgusting behind every corner and every door. Just me, my throbbing weapon and Sigourney Weaver between success and blood-spattered, intestine-ripping failure...

Take the thick, sweat-soaked atmosphere from the *Alien* films, flavour it with some *Doom*esque scenery and *Warhammer* 40K-style space marines and then pour the lot on top of a third-person perspective combat engine such as *X-COM*'s and you've got the essence of the game. Serve it up late at night with the lights turned down and soak up the dark, brooding atmosphere to your heart's content. As a recipe it's as close to perfection as you'll get – but there's more. *Incubation* has some of the best 3D graphics in the history of the gaming universe – that's without a 3Dfx card.

Oh oh, a funny turn

Did I mention that it's a turn-based game? Now I know that if I use the words 'turn-based' and 'action' in the same sentence to describe a game, some of you will be rolling in the aisles. You might even laugh. Even the moniker 'turn-based' will be enough of a turn-off for a good percentage of frag-loving deathmatch psychos. If that's the case, it serves you right. You'll have missed out on one of the finest games in the known universe. So there.

That's easy to say, of course, but it's a little bit harder to explain. Part of the game's charm is its pseudo real-time views of the 3D-rendered polygonal world of *Incubation*. You've got a nice simple overhead view, a 45 degree third-person perspective view that can automatically pan around depending on what's happening, and a first-person view if you really want to get in there and see the action.

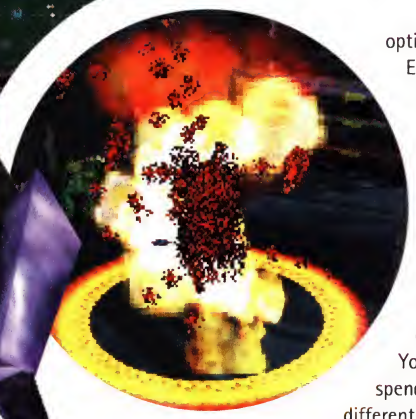
"Part of the game's charm is its pseudo real-time views of the 3D-rendered polygonal world of Incubation."

(Aove) Wanna get into first-person mode? No problem.

You can set the camera position to almost anywhere you want, zoom in and out, and even explore areas you haven't actually entered. You move the camera using the right-mouse button for simple in-out and side-to-side adjustments and both mouse buttons together for rotation on the spot and up-down movement. It takes a few minutes to manage, but you'll soon be getting angles you could only dream about in real life.

The only defence against the alien threat is you and your squad of marines. You move each unit one at a time on a square grid and fire at visible targets if you want to. In what the designers call "free view" (and what you'll probably call

(Below right) *Incubation* has everything from local to network to PBM play.



motion sickness view), the game determines the viewpoint for any action that takes place and scrolls smoothly around to let you see it. You can even watch the alien's turn if you want to keep an eye on what they're up to. All self-respecting gamers can of course turn this option off.

The polygonal marines and aliens are superbly animated and even when they're not being moved, they're looking from side to side and generally waggling their weapons, adding to the real-time feel. When your men fire, they half crouch, swing the weapon into position and let rip with a wonderfully animated stream of tracers, bullets or whatever. Quick-firing guns even eject spent cases. Cool is hardly the word for it.

From a strategy lover's point of view, there aren't that many actions you can command your marine to take. For example, you can't lie down, crouch or swap equipment so in most cases, game turns are over in a matter of mere seconds. In short, it's as close to real-time as you can possibly get.

Gameplan

Right – I've told you it's gorgeous and I've also said it's atmospheric (actually I haven't, but you know now). So what's the story? Well, you've got all the options you'd expect in a strategy combat game – and more. First and foremost is the campaign game with cut-scenes and a somewhat linear storyline about the good old human race vanquishing the scum-sucking alien horde. Then comes the local straight-into-it game where you pick a squad of up to a dozen men (no Laras here, boys) and battle it out with the beasties until the last man's standing... or not. You've got six different scenarios to choose from, although I suspect we'll see a lot more soon.

Just as important as the solo campaign – and perhaps more so if you like to gauge a game's long-term appeal – is the multi-player option. You don't get to play the aliens but you can have up to four players each with a custom squad of marines playing either over a network, the Internet, serial link or just a plain old hot seat. There's even a play-by-mail option which is cool, especially for Play By E-Mail (PBEM) groups on the Internet.

The multi-player game is nothing short of fantastic and will certainly deliver hours of enjoyment once you've completed the campaign and local pitched-battle games. There are some 20 or so multi-player maps with different objectives for each side based on the troops selected and the number of players involved.

You have a certain amount of points to spend, so you can choose from around 20 different types of marine or recruit and equip them individually. For example, one option is a light infantry marine with basic weapons and light armour, while another is the more expensive 'heavy' with machine gun or whatever you want. On the other hand, if you want a lightly armoured, jump-pack-equipped medic with a mine thrower, what's to stop you?

It's graphically stunning, but to get the most out of it, you will need a 3D accelerator card unless, of course, you have an über-stich Pentium.

(Left) The dreaded Pyr'coo – you can tell it's an alien cos it's got an apostrophe bang in the middle. (Right) Now if that ain't inspired by *Doom* I don't know what is.

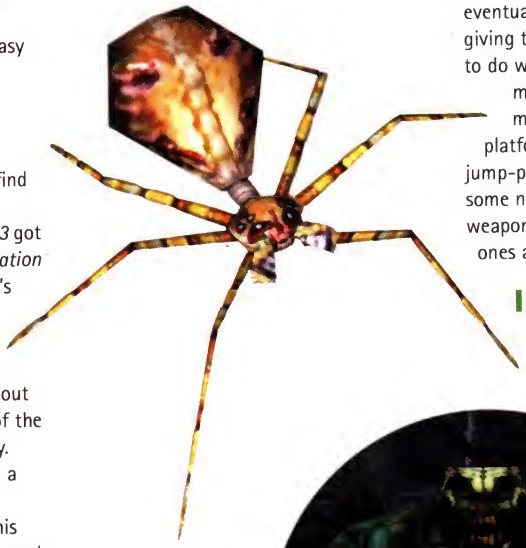
The points system means you can have up to a dozen lightly-armed men or just a handful if they're staggering under the weight of armour and assorted hardware. Of course, there's nothing to stop you having a quick and easy game with just one or two marines each.

Isle be seeing you

Despite the cool head-to-head stuff, it's the campaign element that really makes *Incubation*, and it's here you find the somewhat tenuous link to *Battle Isle 3*.

But hang on a minute – what the hell has *Battle Isle 3* got to do with it? Oops, let's retrace our steps a little. *Incubation* was touted in some quarters as *Battle Isle 4*, although it's clearly got naff all to do with it really. One of the campaigns in *Battle Isle 3* takes place on the planet Scay-Hallwa and at the end of the game the humans colonised it and built a huge forcefield to keep out the undesirables. *Incubation* steps in with the collapse of the barrier and a horde of aliens rampaging through the city. Worse still, they've also mutated through contact with a human virus.

The campaign starts off with your squad leader and his two men clearing out a building and then progresses through gradually more complex levels and assignments. Squad members are picked up here and there – some are wounded, some need rescuing – and your squad improves from mission to mission, adding new weapons when their skills increase.

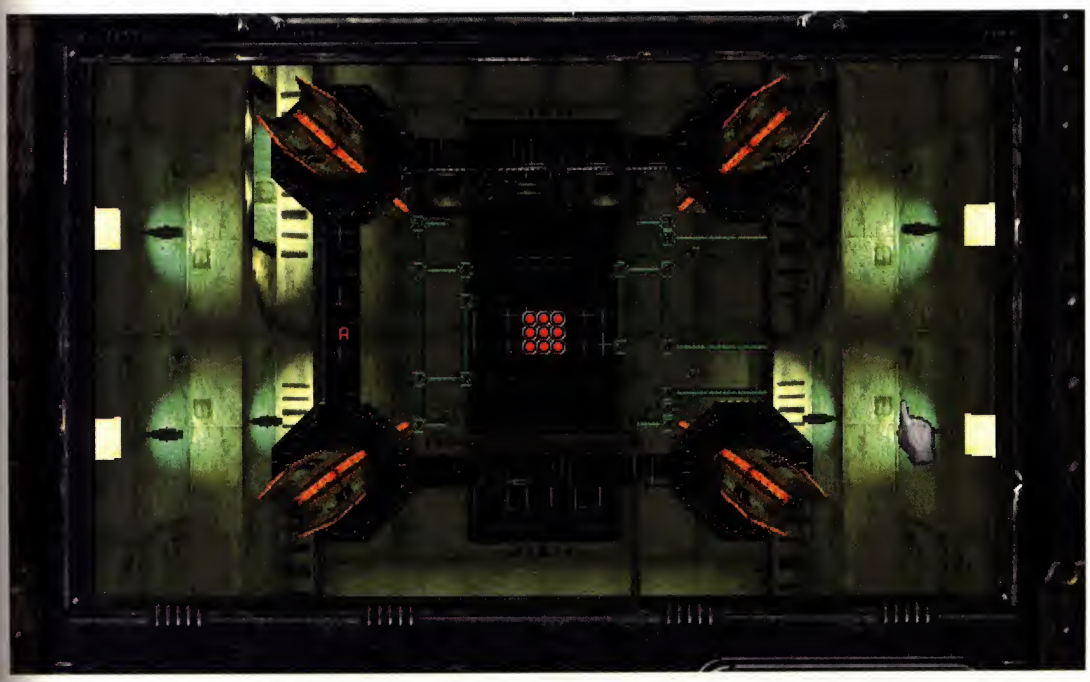


You'll be asked to help trapped scientists and civvies, repair or disable various things like power plants and eventually fight yourselves out of a really tight spot. Without giving too much away, the ending might well have something to do with a massive alien nest... To spice things up, many missions have to be completed in a certain number of moves and others, such as those with floating aerial platforms, will involve careful timing. You will also get jump-packs to help complete multi-level missions and face some nasty surprise weapons and traps. On the plus side, the weapons just get better and better, with some ultra-cool ones appearing towards the end.

It's all about tactics, innit?

More and more tactical options become available as things move on and you'll find yourself with 12 different aliens to destroy. You can't just simply blast your way through either, as each of the nasty little scumbags has some feature or other that demands you plan your tactics very carefully indeed. One particular specimen, the Gore'Ther, is almost completely immune to all of your weapons. It can only be killed from behind, which takes some pretty smart manoeuvring. And someone's got to act as the decoy...

(Above) Just a few of the miscellaneous items that are available in the game. (Right) Each mission has a few tips to help you on your way. (In circle) Come and have a go if you think you're hard enough!



Just one of the multi-player maps. All of the many levels are expansive and extremely well designed.

Some look like spiders, some are almost invisible and there's one (I won't spoil it) that doesn't even bother to attack – it just explodes in your face, leaving a gas that kills anything in range along with itself. To deal with these critters you need to be able to hold them off at long range. It's when you're faced with three or four different types of alien at once that things can get a bit sticky, not to say difficult. Happily though, there's an undo button so you can quickly cancel a turn and start again rather than saving, quitting and reloading all the time.

Apart from the aliens, there's one other major inconvenience. The simplest alien is the Scay'ger, the kind of trash you can blow away in one shot – except you only have limited ammo in every mission. Blow away too many too soon and you'll find yourself having to resort to close combat – and that ain't too clever because a Scay'Ger can rip you apart if it gets to move first.

Another tactical problem is that some weapons will overheat. Go at it gung-ho and they can stop working or even inflict physical damage. The good news is you've got a temperature graph, so you can keep an eye on them.

Although the plot is fairly linear, there are one or two branches along the way. In most games you'll only have to complete 24 out of the full 30 missions to win, so providing you take different decisions each time there is a certain amount of replayability built in.

I can't think of anything bad to say about *Incubation*. Yes, it's slow on a bog-standard Pentium 120, but add a 3Dfx card (as I discovered only halfway through the review), and you'll be repeating "Wow!" ad infinitum until everyone gets really bored and goes home. If you ever needed an excuse to fork out for a 3Dfx card, this is it.

Yes, it is turn-based, but believe me, it just doesn't matter. It's so fast-paced you'll find yourself hitting the control key and reaching for the mouse so many times it's almost embarrassing. If I could think of a more superlative word than brilliant, I'd stick it right here...

Square bashing

Mechanics-wise, the game is pretty basic, even perhaps too basic for some, but considering the incredible graphics and the roving camera, we can't be too hard on Blue Byte for that.

Your marines move on an invisible square grid. It costs one action point to move sideways, forwards or backwards, and two to move diagonally. You can't lie down, crouch or jump (without a jump-pack), but you can face in any one of the eight directions. You can also switch to defensive mode. This is a kind of opportunity fire – any unit under orders to do so will fire at a moving target to his front during the enemy's turn.

Other actions include using the scanner, giving first aid, changing between weapon modes, opening doors or crates and taking stimulants that increase your action points. Note that many weapons have two modes, so a flamethrower might have concentrated burst mode and area effect, for example.

Perhaps one of the most attractive aspects of the game is that each marine is a real individual, courtesy of a clever skill point system. When you first recruit someone, the weapon or armour you equip them with will dictate the role of that particular marine and his skill points. So if you give a bloke a friggin' great heavy machine gun, he gets to be skilled with heavy weapons. In effect you create his 'personality'. Get it?

Marines also get life points (the equivalent of hit points), and physical condition points or action points that govern what he can achieve in a turn. There's quite a complex relationship between the different points and this helps to make each marine worth looking after. Lose one and you'll get a really green replacement who won't survive the next mission. Keeping the lads alive has never been so important...

In Perspective

Fans of the *Battle Isle* series of games be aware that this is a very different game. It's more like *Space Hulk* mixed with *X-COM*. Having said that, it is just as compelling to play and as such easily a classic.

Syndicate Wars

X-COM

C&C: Red Alert

Battle Isles 3

Tech Specs

Memory: 16Mb
Processor: Pentium 90
Graphics: SVGA
Sound: Any Windows 95-supported card
Controls: Mouse, keyboard
Note: At least a P166 is needed for multi-player mode, or a 3Dfx card.

Score

Let's face it, strategy fans have never had it so good.

94

Price: £TBA
Release date: October
Publisher: Blue Byte
Telephone: 01604 232200
Website: www.bluebyte.com

dan Personal Computers The People's Choice

Build your way to the edge of paradise in the sim that stands a full twenty storeys above any other. From the roll of the ocean to the roar of the surf, sun worshippers everywhere will flock to your Holiday Island attractions. Create the resort that will bring in the tourists and set the temperatures soaring.

ocean

PC CD ROM

SUNFLOWERS
the world of entertainment

HOLIDAY ISLAND © 1996 Sunflowers. All rights reserved. SUNFLOWERS is a registered trademark and trading name of Sunflowers Interactive Entertainment Software GmbH

PC ZONE Recommended

Shadow Warrior

The *PC Zone* bunker has been the scene of much heated debate. Do we really need another 3D blast 'em up? Does *Shadow Warrior* advance the genre in any way? And why doesn't Charlie Brooker just get lost?

OUR REVIEW COPY OF SHADOW WARRIOR opens with a hastily added screen full of text: "NOTE: This is a modified version of Shadow Warrior created for the UK. It has been altered from the original version to replace 'shurikens' with darts."

Yup. Ludicrous British censorship laws strike again. Several years ago, following a smattering of lurid (and suspect) tabloid scare stories about young children mimicking on-screen martial arts madness, the British Board of Classification caved in to the demands of the Hysterical Exaggeration brigade and decided to ban any scene in which certain oriental weapons including shurikens (evil little star-shaped discs) appear, regardless of the age restriction certificate granted to the movie in question. So, like duurrr, it's simply ooh-la-la if Arnold Schwarzenegger whips out a pair of penile assault rifles and blasts 10,000 bad guys in the legs, arms, face and lungs – but if he then decides to pick spinach from his teeth with a throwing star, the scene will be cut. Of course, this censorship is entirely justifiable: anyone who remembers the dark days before the BBFC's wise ruling will applaud their actions. It was awful – chaos ruled the streets. Shurikens embedding themselves in your face all day long, hundred-strong mobs of thugs wielding a nunchaka (a nasty weapon made of two pieces of wood joined by a chain) beating men, women and children insensible on the pavement, entire shopping precincts flooded thigh-deep with the blood of the fallen; a swelling tide of terrifying violence that seemed to spell the end of civilised society as we know it. Get down on your knees and thank God for the BBFC's timely intervention.

So the shurikens in *Shadow Warrior* have been replaced with darts. This is because it's Okay To Get Hit In The Face With A Dart. Darts don't cause any damage. Especially when they puncture your eyes and make gooey eye-juice drip down your shirt. Apparently. Anyway, the on-screen text finishes with a peculiar piece of forelock-tugging: "We apologise for the inconvenience and hope you enjoy the game."

The *inconvenience*? Yeah, whatever. Apology accepted. We think.

> ***"There's plenty of grisly slapstick, including gushing neck arteries. Your gran'll love it."***

We could do without...

Clearly, 3D Realms are very good at writing 3D shoot 'em ups. *Shadow Warrior* may be derivative, but it's also exciting, engrossing and addictive. Which is why it's such a pity that the programming team has seen fit to include a few violently misogynist touches. Take the 'death pose' of the Scantily Clad Leather Women for instance, or the stripped and skewered Lara Croft-a-like (which you may already have seen in the shareware release). It's exactly the kind of thing that excites and validates the woman-hating fantasies of terminally frustrated Ugly Male Loners everywhere. It's unnecessary, unfunny and ultimately reflects badly on you, the audience.

Ha ha! Look at the carnage

Shadow Warrior is a *Doom*-style slaughter em 'up starring a character named Lo Wang, who is essentially *Duke Nukem* with a sword, some darts, and a vastly expanded pool of catch phrases. There are many different flavours of ▶

(Above) BBC TV's Nicholas Witchell doesn't appear in the game.

Dying tonight

There are many enemies to be encountered in *Shadow Warrior*. Here are just a few of them...

STANDARD ENEMY BLOKE
Consider the plight of Standard Enemy Bloke. Strong in numbers, weak in life expectancy, the unfortunate SEBs are to be found rushing around every other corner in the game, ripe for slaughtering. A single, well-placed swipe from the sword and they playfully fall to the floor. In bits.

MAD DYNAMITE BLOKE
Cackling insanely, Mad Dynamite Bloke scuttles toward you with a box of explosives held aloft. If you're within range of the blast, it hurts. A lot. Then, to add fatal insult to near-critical injury, his ethereal spirit rises up from his shattered corpse to torment you a second time. Probably works for the Student Loan company.

SCARY BEAST THING
One of those monsters that performs the gaming equivalent of someone shouting 'boo' in your ear, in that it leaps suddenly from nowhere and guts you like a fish. Encounter one in a dark corridor and before long your pants will be insulated by a thick inner layer of squidgy brown poo.

SCANTILY-CLAD LEATHER WOMAN
SCLW seems to have been added by the programmers as a kind of 'joke'. Machine-gunning her in the face sets up the gag: the way her corpse lies with its legs splayed à la *Penthouse* constitutes the hilarious punchline. In other words, it's more of the same sick, indefensible rubbish that marred *Duke Nukem*. See the "We could do without' panel".

GREEN FIRE BLOKE
As perceptive readers will have gathered from his informative appellation, Green Fire Bloke is a) green and b) capable of shooting balls of fire. From his eyes. Put him on the guest list if you want your mid-Autumnal dinner party to become the talking point of the local glitterati. During the game itself, Green Fire Bloke can be decapitated, after which his head may be used as a weapon. This makes him 'green' in more ways than one. Two, in fact.

carnage within the game, and whenever the blood starts a-flowing, you can rely on Lo to provide wisecracks. Cleft an enemy in twain with your Samurai sword and Lo cackles, "Oh look, he is coming apart!" Blow a bad guy into a shower of red glop with a heat-seeking missile and he chortles about how "stupid" the unfortunate henchman now looks. Occasionally, the wholesale slaughter is simply too amusing for Lo to so much as comment upon, so he dumps the airy prose completely and merely laughs out loud. The introspective soul-searching type he is not: ten quid says he doesn't own any Radiohead albums, and if he does, he only bought them for throwing at people.

Presumably, Mr L Wang finds this unremitting butchery hilarious because the sheer amount of gore that permeates his world has utterly desensitised him to the horror of violence. As is de rigueur for this kind of thing, there's more claret sloshing around than you'll find at a haemophiliac knife-thrower's convention. Aside from the aforementioned twain-clefting and chunk-shattering, there's plenty of grisly slapstick on offer, including gushing neck arteries and ricocheting eyeballs, each replete with a squishy sound effect that sounds a bit like someone pulling a wellington boot out of some thick mud. S'nice. Your gran'll love it.

(Right) Some unfortunate victim inadvertently putting himself about.

360 degrees of mutilation

Well, it's 'concluding paragraph' time again, so let's sneak a glance at the ol' *PC Zone* Opinion-o-meter. All you have to do is cast your eyes over the panel below to see where *Shadow Warrior* stands...

Opinion-o-meter

Here's the bottom line: *Shadow Warrior* is a good laugh and everything, but when it comes to *Doom*-a-likes, there are a host of similar games already available – and plenty more advanced titles on their way. Next!

POINTS IN FAVOUR
It's fun.
It's like *Duke Nukem*.
It's got the occasional vehicle in it.
It's rat-bastard hard to boot.

POINTS AGAINST
It's another 3D shooter.
It's like *Duke Nukem*.
It looks dated.
It isn't as funny as *Redneck Rampage*.

In Perspective

Oy vey, here we go again. It's getting crowded in here. Yes folks, it's the battle of the *Doom* clones, and *Shadow Warrior* has just entered the arena. As the gulf between the pseudo 3D *Nukem* camp and the sophisticated *Quake* crowd continues to widen, this latest arrival could prove to be the last straw that broke the camel's back. And stuff.

Shadow Warrior
Quake
Jedi Knight
Duke Nukem 3D
Redneck Rampage

Tech Specs

Memory: 16Mb
Processor: Pentium 90
Graphics: VGA/SVGA
Sound: All major sound cards
Controls: Mouse, keyboard, joypad

Network Play
Internet Play

Score

If you *really really* must, it will fill the gap, just.

80

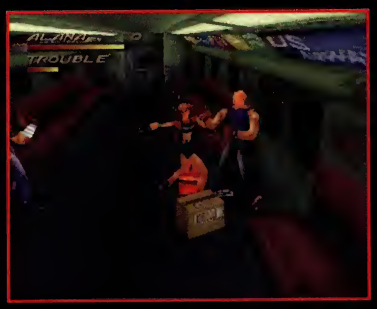
Price: £TBA
Release date: Out now
Publisher: Eidos/Apogee/3D Realms
Telephone: 0181 780 2222
Web site: www.3drealms.com

dan Personal Computers The People's Choice

FIGHTING FORCE™

"The game is cool... don't be surprised if this is bigger than the original Tomb Raider." C&VG

"Fighting Force looks to be every bit as groundbreaking as Tomb Raider..."
Official PlayStation Magazine



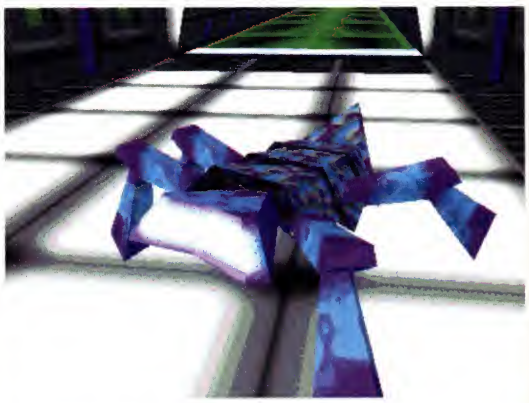
"Ever dreamed of playing Final Fight in 3D? Wake up! The future's here and Core Design is about to deliver a knockout punch." Play

BE PREPARED... WE'RE ON OUR WAY!

Fighting Force © and ™ 1997 Core Design Limited © & ℗ Eidos Interactive Limited All Rights Reserved "PlayStation" are trademarks of Sony Computer Entertainment Inc.

Galapagos

PC ZONE Recommended



(Left) Isn't he a lovely little fella?
(Above) When he walks toward you like that, you can almost feel your heart opening out to him. Oh, alright.

When we told Patrick McCarthy we wanted him to look at *Galapagos*, he thought he was going on a lovely trip to see lots of interesting fluffy animals. Sucker.

IT'S THE FAR DISTANT FUTURE (ALTHOUGH by the time you read this, it will be slightly closer to being the present). Jeremy Beadle is dead, but his re-animated right hand has its own show. (Although television watchdogs have complained that it's too near the knuckle.) Artificial life forms are de rigeur: all small children now want a robot puppy dog for Christmas, but parents know that once the novelty wears off it's they who'll be down in the kitchen, cleaning up the pools of battery acid. Into such an environment comes Mendel, a small, creepy crawly thing with a mind of its own, a smile on its face and a jolly song for everyone it meets. Alright, I made all that up. I can't concentrate long enough to make any sense of the intro sequence. I admit it: I'm thick as shit. Let's pick ourselves up, dust ourselves off and...

Start all over again

It's still the future. And we'll forget the hows and whys, but you're in charge of a robot called Mendel, who has infra-red sensors to see by, simulated servo-motors that operate his legs, and an adaptive controller for a brain. He looks like a spider and the object of the game is to guide him through a hostile, three-dimensional platform environment.

Galapagos is unusual in that you can only control the platforms and objects around Mendel. He makes the decisions, you just provide him with the options. For example, right at the start of the game is a passageway consisting of a number of suspended platforms that move from side to side. One moves left as the next goes right. Once he gets on the first platform, your aim is to click on the adjacent platform, reversing its direction of movement until it's aligned with the one he's already standing on. Hopefully, he'll move onto that next platform. You have to then quickly click on the one he's just left (so that he doesn't move back onto it) and align the next one. And so on, until he's down the end of the passage. The process is extremely simple in theory; in practice, it can be incredibly frustrating.

"You'll love Mendel at times and at times you'll wish you could smash the little sod with a paperweight."

(Above) Yet another picture of a bundle of polygons walking towards you. In the background, someone appears to have got pissed out of their heads on Dulux and vomited over the walls.

(Above) Some levels will send you round the bend. In the one above you have to time drops onto platforms below you.

Walking the plank

For a start, when you first load the game Mendel is only seven hours old, the equivalent of a toddler. That phrase with "plank" and "thick as a" in it comes to mind. He'll walk off the edge of platforms, plunging to his doom; he'll walk the opposite way to the one you'd like; and so on. (You can actually start with a new-born Mendel, but you'll have to play the game for seven real-time hours to get him to this state of stupidity.)

Still, even Einstein failed his 11-plus. Mendel will learn, making decisions more quickly as he gets older. Developers Anark claim that he'll develop according to how well you handle him. If you keep making him fall into the abyss, he'll mistrust both you and his environment, and grow up timid; whereas if you manage to avoid harming him too much he'll be quicker and bolder in his decision-making. It's hard to judge this in practice, because it's inevitable that he'll fall off the platforms – there's no way anyone could get him through the levels without making mistakes – without playing through everything twice with different Mendels, treating them differently. And who can be bothered to do that? It's hard enough getting through once. You have to take a certain amount on trust, then.

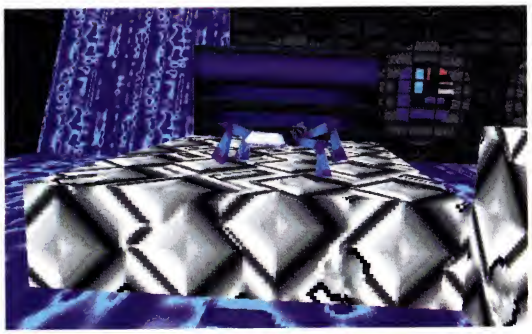
What's going on?

The reason I say it's inevitable that he'll die many (many, many) times is because often you find yourself in an environment in which you haven't got a clue what's what, which way is up (answer: all ways), which bits are clickable and which aren't. Just getting your bearing takes a few moments and while you're finding out, Mendel may well be moving around – usually on a shelf that's about to become flush with a wall.

Some of the platform layouts are so complex you'd feel pretty pleased getting through them in a traditional platform game, never mind in a game in which your character moves about as he sees fit. Alright, so he's less likely to just walk off the edge of something as he gets older, but when you add lasers firing at you, pads that give electric shocks or explode, pads that launch you into the air, puzzles that need to be worked out (pads in some areas open up other areas of the game and so on) and a number of other variations into the equation, you'll realise that it's a very challenging game.

Monitor blizzard

The game treads a very thin line between frustration and reward. By its very nature, it's a trial and error thing; there are save points, but they're not there in what you'd call over generous helpings. What you get out of it may depend on your personality. If you're the impatient sort, I wouldn't bother going within a hundred yards of this game. If you do, it'll only be a matter of time before you find the red mist fading away and yourself standing among piles of broken glass, with a claw hammer in your hand and a nice beige plastic storage box where your monitor used to be. I'd even avoid it if you're a patient vicar, keen not to be heard screaming foul and abusive language by your congregation. You'll love Mendel at times and at times you'll wish you could smash the little sod to death with a paperweight. This is a game that you'll either become more and more engrossed by and determined to succeed in, or that you'll find the biggest wind-up in the history of computer games. If it's the latter, you'll be pretty upset. I quite like it. But you might just hate it.



(Above left) Either he's jumping for joy or my sense of spatial awareness has deserted me. (Above right) A Scottish platform.

In Perspective

Genre-breaking stuff, as the PR people like to say. Which means that as far as comparisons with other games go there's nothing out there like it. That's what genre-breaking means, see? So no pretty slider bars for you, and some space to fill for me... er, there are some nice-looking and well-thought out levels, and many very, very hard levels. It's recommended, but only for those who can take a large dollop of frustration with their gameplay.

Galapagos

Pushing a ferret into a washing-up bottle

Juggling articulated lorries

Tech Specs

Memory: 16Mb
Processor: Pentium
Graphics: SVGA
Sound: All major sound cards
Controls: Mouse

Score

Only to be played if you're in a good mood, and your meditation and rage management workshop has gone well.

80

Price: £39.99
Release date: Out now
Publisher: Electronic Arts

dan Personal Computers The People's Choice

Gateway 2000 Will Blow You Away.

Brace yourself. GATEWAY 2000® PCs are bursting with value. We custom build high-quality computers, jam-packed with the freshest technology to meet your unique needs. It's that simple.

Our product range will sweep you off your feet. We've got systems featuring Intel Pentium processors with MMX technology and Pentium II processors. Packed with power, these PCs will make easy work of even your toughest computing challenges. The modems on these systems provide easy access to the Net. And with the pre-installed Web browser you'll be surfing in no time. If immersing yourself in the latest software titles is more your thing, our speaker systems will add another dimension to your gaming. Looking for the hottest computing package around? Check out our G5-166M. We've added an Epson Stylus 300 Colour Printer to this rockin' multimedia system and get ready to be blown away – all for only £999 (excluding VAT)! There's something for everyone at Gateway 2000.

But we've got more on offer than just great computers. All of our desktops come with a three-year limited warranty as well as freephone service and support for as long as

MMX™ intel inside pentium® PROCESSOR

G6-233M

- Intel 233MHz Pentium® II Processor
- 32MB EDO RAM, expandable to 128MB
- 512K L2 Cache
- 3.5" 1.44MB Floppy Disk Drive
- Mitsumi 12X min/24X max 120ms CD-ROM Drive
- Quantum™ 4.3GB 10ms Ultra ATA Hard Drive
- Ensoniq® Wavetable Sound Card
- Boston Acoustics® MicroMedia 5W Speakers with 15W Subwoofer
- STB® ViRGE™ GX 3D Graphics Accelerator with 4MB EDO RAM
- US Robotics Sportster Winmodem® with x2™ Technology (56Kbps*)
- 19" EV900 TCO-92, 0.26dp Monitor†
- ATX Tower Case
- Microsoft® Windows® 95 105 Keyboard
- MS® Windows 95, MS IntelliMouse™
- MS Office 97 Small Business Edition plus Encarta® 97 (US version) and MS Money 97
- 3 Year Limited Warranty

£1749 (£2055.07 inc. VAT)

G5-166M

SPECIAL

- Intel 166MHz Pentium Processor with MMX™ technology
- 16MB SDRAM, expandable to 256MB
- 512K Pipeline Burst L2 Cache
- 3.5" 1.44MB Floppy Disk Drive
- Mitsumi 12X min/16X max 120ms CD-ROM Drive
- Quantum 1.6GB 10ms Ultra ATA Hard Drive
- Ensoniq Wavetable Sound Chip
- Altec® Lansing ACS41 7W Speakers
- ATI RAGE II+ 3D Graphics Accelerator w/ 2MB SGRAM
- **Epson® Stylus 300, 720 dpi Colour Printer**
- US Robotics Sportster Winmodem® with x2™ Technology (56Kbps*)
- 15" CrystalScan™ TCO-92 0.28dp Monitor†
- ATX Desktop Case
- Microsoft Windows 95 105 Keyboard
- MS Windows 95, MS IntelliMouse
- MS Office 97 Small Business Edition plus Encarta 97 (US version) and MS Money 97
- 3 Year Limited Warranty

£999 (£1173.82 inc. VAT)

Personal finance option available. Please call for details.

you own your PC. Blast through the cyber scene with a Gateway 2000 computer and all that goes with it. Don't wait another minute – call us today!

Drop by the Gateway 2000 Showroom and test our wide range of PCs for yourself!

10 Bedford Street • Covent Garden
London WC2E 9HE

Hours of Business:
12.30 pm – 6.30 pm Mondays
9.30 am – 6.30 pm Tuesday – Friday
10.00 am – 4.00 pm Saturdays
Closed Sundays and Bank Holidays

GATEWAY 2000

"You've got a friend in the business."®

0 8 0 0 9 7 3 1 3 3

http://www.gateway2000.co.uk

Gateway 2000 • Clonshaugh Industrial Estate • Dublin 17 • Ireland

©1997 Gateway 2000 Europe. Black-and-white spot design, "G" logo, "You've got a friend in the business" slogan, CrystalScan, GATEWAY and GATEWAY 2000 are trademarks or registered trademarks of Gateway 2000, Inc. The Intel Inside Logo and Pentium are registered trademarks and MMX is a trademark of the Intel Corporation. All other brands and product names are trademarks or registered trademarks of their respective companies. All sales subject to Gateway 2000 Europe's standard terms and conditions and limited warranty. All configurations and prices are subject to change without notice or obligation. All prices quoted in Sterling and exclude carriage. †Industry standard practice is to measure monitors using the CRT size. Actual viewing area can be approx. 1.2" less. *Maximum throughput. Performance will vary depending on local conditions.

Shadows Of The Empire

PC ZONE Recommended

"Not more bloody *Star Wars*," said Paul Presley. "There just aren't any more decent jokes left for the introduction bits." "Shut up and force yourself," we replied, proving him right (for once).

YOU'VE HEARD OF STAR WARS I TAKE IT? Good, then I won't waste valuable page space setting the background via a tortuous comedy routine that would only embarrass us all. Instead, let me jump feet first into the Shadows Of The Empire storyline, pausing briefly to inform you that it takes place during the Empire Strikes Back period. Backing up momentarily, I can also tell you that it isn't a continuation of any previous Star Wars game but is brand new, and while I dodge several spiky things, I can divulge that it's a conversion of the Nintendo 64 'hit' (I use the word 'hit' in its most ironic sense, as it actually received a lukewarm reception by the console-playing digerati).

Call me scum will ya? You know, until about four years ago, I always thought stormtroopers were robots. True story.

But they're all tossers over there

Exactly, as proved by the fact that they didn't like this game. I simply can't understand them. The amount of negativity that was lobbed in the direction of the disc when it first arrived in the office was quite extraordinary. But everyone soon changed their tune. Oh yes. For *Shadows Of The Empire* on the IBM PC and Compatibles range of personal home computers is what we industry experts describe as smart. Tops. Stonking big-time stylie.

"Essentially, it's* Rebel Assault II *minus the high-quality FMV sequences and with far better gameplay bits."

(Above) Aside from the *Jedi Knight* bits, space combat is the other prominent part of the game. Cue cries of, "Don't get cocky, kid." (Above centre) Hooray! Boba Fett! Far and away the best character in the film (bar Chewbacca, naturally).

It must be said that it's helped in no small measure by its exploitation of the computer gaming world's answer to plastic surgery, the 3Dfx card. *Shadows'* metaphorical breasts of fun have been significantly enhanced by the silicone of acceleration chips. It actually looks far better than the N64 version, and as PCs have been coping with streaming video and audio since the days of *Pac-Man* (sort of), the mid-game presentation-cum-storyline sequences are highly enjoyable pieces of low-brow space opera storytelling from a long time ago, in a galaxy far, far away.

1979, George Lucas' head in fact

Dash Rendar. No, not some speedy graphics routine, but the hero of our tale. Dash is a sort of Han Solo with attitude, a rebel scum who gets himself involved with the snowy Hoth battle from the second film. The game starts with you jumping heroically into your snowspeeder and taking flight against several waves of imperial forces. The story (and indeed the game) continues with you and Luke searching for the frozen Han Solo, fighting off Boba Fett, dealing with the Empire's constant attentions and bringing down an evil crime lord and his bounty hunters.

From the gameplay point of view, *Jedi Knight* and *X-Wing Vs TIE Fighter* are the most obvious comparisons. Of course, *Shadows...* isn't as complex – but then those games don't contain the different elements of each other the way wot this one does. (*Did you ever actually attend school? – Ed.*) Essentially, it's *Rebel Assault II* minus the high-quality FMV sequences and with far better gameplay bits. With any luck, LucasArts will realise this and continue the line, rather than treat *Shadows* as some kind of freak one-off half-cousin who only gets invited over for dinner at Thanksgiving.

Impacts on the surface

It does have problems, not least its lack of depth. It's fun for a while, but once you've been through it from start to end a few times, you're not likely to be charging back to it – but then, that's the problem with action games all over. Another quibble is the difficulty curve. On easy, it really is pretty damn easy. Switch to medium however, and it's next to impossible (but then I'm inept at these games so you should have better luck with it than I did). Naturally, you don't see the end sequence unless you play it on the hardest level.

Also, the pacing of the game is slightly off. There are far too many of the Jedi Knight running around, and this gets especially annoying because the best parts of the whole game feature at the beginning and the end. Flying around in snowspeeders could be a game in itself, and in terms of mission elements and excitement levels, the final space battle is so similar to the end of *Return Of The Jedi* that I almost never want to go back to playing *X-Wing*. It simply won't ever be the same again.

You'll deal with this yourself

It isn't *Jedi Knight*, and nor is it *X-Wing Vs TIE Fighter*. To go in expecting such depth, such detail and such long-term appeal will naturally result in you being a disappointed chappie (or chappette). *Shadows* is LucasArts being light and fluffy and shouldn't be regarded as anything but. Should you lower your financial standing by purchasing the game? That's not for me to say – you'll have to make your own mind up on that point. All I can do is slap a Recommended label on the gameplay, cock a snook towards the sneers of Nintendo owners and wonder if LucasArts will ever manage to screw up a *Star Wars* game. So far, not counting data disks, they're eight for eight.

Star Wars: The elevator remix

Long-term readers of my inane drivel will doubtless remember my attempts to take the compact discs that today's games arrive on and trying to unlock their audio delights via the hi-fi CD player in my living space. Aw c'mon, everyone needs a hobby, don't they?

Well, as there was no reason for the much-loved musical stylings of John Williams that adorn *Shadows...* to be any exception to this personal rule, in it popped and, unsurprisingly, out came the familiar tunes that we've known and loved and hummed at dull moments during dinner parties over the years.

All was fine until the LED display flashed up track seven. I'd just finished tapping my feet to the sinister *Vadar's Theme* – all harsh trumpet chords, hurried viola strings and heavy timpani drums – when suddenly I was whisked into the world of Harold Faltermeyer and mid-'80s easy listening. It was the freakiest thing that had happened since I learned that popular teen-band Hanson was in fact made up of three manchilds and not two boys and a girl. At a pinch you might say that this was perhaps Ewok music, celebrating the end of the evil Empires. But it would have to be a pinch of the very highest quality as I hadn't encountered anything like this anywhere in the game.

So frankly, I'm stymied. Try it yourself. Plop it into your CD player, forward to track number seven and then try to figure out what on earth LucasArts are on. If you figure it out, write in and let us know.

In Perspective

The other *Star Wars* games are the closest comparisons, obviously. *Rebel Assaults I* and *II* are about the nearest, but *Shadows Of The Empire* has elements of almost all of them at some point or another, and without any of the engaging complexity. At the end of the day, whether you consider that to be a good thing or not is up to you.

Shadows Of The Empire

Rebel Assault II

X-Wing Vs TIE Fighter

Jedi Knight

Tech Specs

Memory: 16Mb
Processor: P90
Graphics: SVGA
Sound: All major sound cards
Controls: Joystick, mouse, keyboard

Score

Fun, not deep. Han Solo rather than Luke Skywalker.

88

Price: £tba
Release date: September
Publisher: LucasArts/Virgin
Telephone: 0171 368 2255
Website: www.lucasarts.com

dan Personal Computers – The People's Choice

a bike

a girl

a tree

THE BARLEY MOW
a pub

a taxi

People don't get out
much when they play
Agent Armstrong.

Total Annihilation

PC ZONE Classic

We could start this review off by whining about the ridiculous number of *C&C* clones on the market at the moment, however John Davison feels that this would be a boring way to describe what at first glance is clearly one of 'those' games.

(Above) The bombers are really cool. They may be large and slow... but watching them blanket bomb the crap out of an enemy base is amazing. (Above left) Building an airbase on top of a hill is a good thing to do... it lets your planes move in and out without being attacked by your enemy's lesser units.

IT IS DIFFERENT THOUGH. RATHER THAN 'borrow' all of the best bits from Westwood's wonder, Total Annihilation is one of the first new real-time strategy games to up the ante quite considerably. Much like the rest of the games-playing world, I played Red Alert and its predecessor 'quite a bit' and whilst they were clearly landmark games, they had their little faults. Like the fact that the AI had some problems or that it suddenly got really, really hard half way through. If anything is going to beat either of them in my mind, the first thing it's going to have to do is prove that it doesn't have the same shortfalls.

Luckily, from some extensive sessions both single player and across a four player network, it would appear that *TA* is in quite another league. The units behave in an incredibly intelligent manner (if that's the correct expression) and if the development hype is to be believed, the fact that "real life" military tactics were fed into the AI engine would explain this. Unlike the loony units in *C&C* it's rare to see your chaps careering off in the wrong direction for no apparent reason. Occasionally you will find your fellas wandering astray, but if you leave them you soon learn that they are simply exploring a slight deviation to the obvious route. Real soldiers do that (we're told). Apparently it 'spreads the risk.' Regardless of how clever this may be, it stops you slamming your mouse against the desktop in frustration – and this is a 'good thing'.

It is actually better than...

There are lots of important points to cover here and they all lead to one fact... something that I should probably point out now rather than later. *Total Annihilation* is actually better than *Command & Conquer* – and *Warcraft II*, and all the others that I've played so far. There - said it. There are numerous technical reasons that make the game better... like the fact that it has proper 3D terrain so that you can hide units in valleys or set up artillery on hilltops to gain an advantage. Or that it operates a 'line of sight' model that prevents units from seeing round corners or over hills. Or that all of the units in the game are constructed from polygons rather than sprites so you can see the way the terrain affects them as they trundle around. But at the end of the day it's the way it feels that really counts, and *TA* has, ultimately, that special something that feels genuinely exciting.

In* TA *you find yourself with an awful lot of firepower at your disposal in a relatively short space of time.

You want an example of 3D terrain... here you go.

You know in the later levels of *C&C* when you've built up absolutely quadrillions of tanks and troops and other junk with huge guns on top? You know how good it feels when you role this lot into the heart of the enemy base and just stomp all over everything? Well that's the feeling that the designers of this have clearly been focusing on. In *C&C* it was a fun but infrequent experience. In *TA* you find yourself with an awful lot of firepower at your disposal in a relatively short space of time and whether you like it or not this just prickles your adrenal gland enough to throw you into a destructive frenzy.

Part of the reason for this is that there are no ground troops per se – absolutely no cannon fodder whatsoever. Instead you start the game with just one unit... the ▶

Cool effects include the way that weapons effect the terrain. Have a huge fight near a forest and the whole lot will burn down.

A word about control

As if to reaffirm itself as a refinement of the genre, one of the nicest little features about *Total Annihilation* is the fact that the control system can be easily customised. It seems that the team at Cavedog is more than aware that they are not the first game on the market, and have decided to incorporate all of the 'established' control methods. If you're a Warcraft fan you can set the game up to play like that... if you lean more in a *Command & Conquer* direction you can set it up so that it plays the same. Considerate? Too bloody right. It's nice to see a game developed with the people that are likely to play it in mind.

commander, and unlike any other games of this type this guy is actually you, and therefore must be protected at all costs. Fortunately the commander is a big dude resembling one of the larger, lumbering Mechs from *MechWarrior* and as well as being the centre of the resource management, he is also armed to the teeth with laser turrets and a fantastic nuke-style 'D-Gun' that can wipe out any unit on the board in one shot... an obviously expensive (it sucks away power like a veritable bastard), if ultimately satisfying way of annihilating the competition. Along with this he can also repair units and salvage wreckage from the battlefield when your resources are running particularly low.

As stated, the commander absolutely has to be protected at all costs – you use him to establish your base, and he is also the hub of pretty much all the important activity. A typical level will start with him and a number of pre-built units such as tanks or basic artillery. Before attempting to go after your mission goal (set out in, it has to be said, one of the most boring-but-functional briefings ever), you must establish a base from which to operate. Unlike *C&C*, you can build anywhere you want – all you have to do is make sure that you produce a sufficient level of the games' two main resources; metal and energy. Once you have built solar power stations or wind generators or whatever and built a few mines you are free to build some of the more exciting stuff.

The units in *Total Annihilation* are broken down into four main types... KBOTS, which are Mech style chaps, units such as tanks, missile launchers etc., airborne units and sea-faring units. Each of these is subdivided into scouts, light and heavy attack vehicles as well as either construction or transport craft. As you progress you can build more advanced factories, and with improved technology come more spectacular units. Alongside the mobile units you also find that as you progress through 'tech levels' you can also build defensive and offensive structures with which to pummel your opponent. Huge plasma guns called 'Big Berthas' can obliterate bases from miles away, laser turrets can defend your base from the enemy onslaught – whilst nukes can be used to take out whole areas of land. Cool.

(Above) The ships are some of the most ultimately rewarding units available. Blowing the crap out of everything with a battleship is truly excellent.

The 'feel' thing

I must say that my early experiences with this were a bit up-and-down to say the least. We had a crack at a multi-player game first, and this really was fab. Four of us were locked in mortal combat using just about every unit that the game has to offer... and it was brilliant. The satisfaction gained from bombarding a base with your battleships whilst sending in fighters to knock out perimeter defences and then rolling in heavy bombers to flatten the place is unparalleled. *Red Alert* really can't match it. Don't even think about how much fun rumbling the tanks in before nuking the place is... because your head will explode.

When I first played the single player campaign though, I was a bit disappointed. All this talk of using the elevation of the land to your advantage whilst hiding your units in little nooks and crannies seemed to take a back seat to the *C&C* style 'round up lots of tanks and things with big guns and then just rumble in and blow the crap out of everything' approach. Where was all the subtlety? Where were all the little features that made the multi-player game such a joy?

They turn up later. Persevere with the campaign mode and it really is a rewarding and your ultimate impression will be that this is a refined development of real-time strategy gaming. It nods its head towards the way this kind of thing is clearly going (3D... you can bet your bum-fluff that *C&C2* will be in 3D spinny-round-o-vision) whilst clearly acknowledging peoples' loves and hates about the genre as a whole. It's not particularly original, and it may ultimately be 'one of the many', but as far as I'm concerned it's certainly the best of the bunch. Personally I prefer it to *C&C*, but the score is lower simply because Westwood's game set such a precedent. People will always remember *C&C*, and *Red Alert's* score of 94 was a reflection of this – but at the end of the day people won't say 'a *Total Annihilation* style game' in the future. Shame.

In Perspective

Ooh... you could list loads and loads of 'em here – rather than do that though, here's how *TA* fairs against the established 'classics', and some ropey ones. It's as good as, if not better than *C&C* – but back in the 'old days' *C&C* earned a higher score because it set a precedent. TA probably won't.

- Total Annihilation
- C&C: Red Alert
- Dark Reign
- Conquest Earth
- Dark Colony
- Warcraft II

Tech Specs

Memory: 16Mb
Processor: P90
Graphics: SVGA
Sound: All major sound cards
Controls: Mouse

Score

The most refined real time strategy game to date.

92

Price: £39.99
Release date: Out now
Publisher: GT Interactive
Telephone: 0171 258 3791
Web site: www.cavedog.com

dan Personal Computers The People's Choice

Go island hopping & jumping & swimming & climbing & swinging & spinning & running

CROC'S GOT THE MOVES!

14 of them, making him the most hyper-active hero available for your PC. Guide him through a beautifully-rendered 3D world, on a free-wheeling, free-roaming adventure against the evil Baron Dante and his devilish assistants - the Dantinis!

WINDOWS 95

FOX INTERACTIVE

ARGONAUT

CROC LEGEND OF THE GOBBOS

CROC © Argonaut Software Ltd. 1997 CROC and CROC: Legend of the Gobbos are trademarks of Argonaut Software Ltd.1997. © 1997 Twentieth Century Fox Film Corporation. Windows is either a trademark or registered trademark of Microsoft Corporation in the United States and/or other countries. All rights reserved.

Resident Evil

PC ZONE Recommended

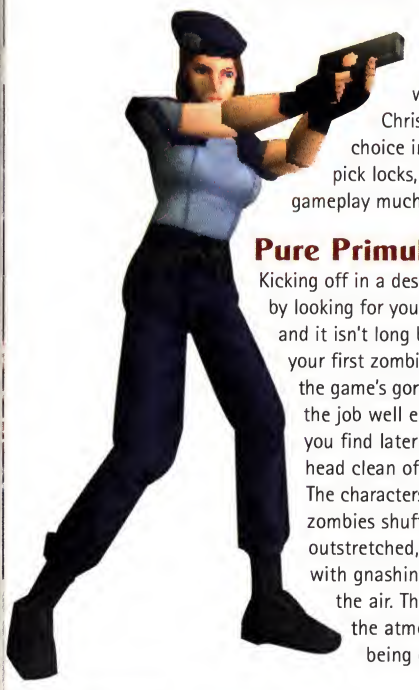
"Scary? Yeah, right!" Richie Shoemaker eats humble pie while sitting atop his gaming commode.

(Left) Chris prepares to get spit-roasted by a couple of shambling zombies. (Above) Jill bursts in guns blazing and finds Chris bashing one out in the corner.

GAMES NEVER SEEM TO TRAVEL WELL. OK, a game may sell shitloads on one format (which is exactly what this one did on the PlayStation), but that doesn't mean it's going to fare as well on another. However, we have a slightly different kettle of fish here because Resident Evil's closest relative is Alone In The Dark, and Resident Evil has thankfully inherited its best features.

The storyline is so corny you could melt butter on it. Basically, things have gone badly wrong in some top secret installation and bespectacled scientists with bad breath have turned into flesh-eating zombies with halitosis intact. Even the household bugs have mutated. Contact was lost with the first team who went to investigate, so you and your crew have volunteered to get to the bottom of things.

You can control either Chris Redfield or Jill Valentine. Chris is pumped so full of steroids, his manhood must be severely compromised, and seeing as he likes a challenge, he starts off with just a knife, whereas Jill is armed with a pistol although Chris does rescue her at choice intervals. Jill can also pick locks, which inevitably makes gameplay much easier.



Pure Primula

Kicking off in a deserted hallway, you begin by looking for your missing team member, and it isn't long before you come across your first zombie. Killing them is one of the game's gory glories. The pistol does the job well enough, but the shotgun you find later will take a zombie's head clean off at close range.

The characters are superbly animated: zombies shuffle along with arms outstretched, while slavering dogs with gnashing teeth pounce through the air. The camera angles keep the atmosphere tense without being disorientating, and the neat cut-scenes ensure that the cheesy storyline oozes along nicely. However, although the pre-rendered backdrops don't actually detract from the gameplay, they are a bit fuzzy, especially when set against the sharp 3D characters. We were also promised some groovy lighting effects, a promise that has been barely realised.

Touching cloth

There's a cracking good adventure to be had as well. Staying alive and exploring aside, there's always something to do, whether it's searching for keys and ammo, solving puzzles or shuffling items in your little satchel. Alright, so the puzzles are fairly easy and the adventure pretty linear, but you don't really notice it. In fact, not being a hardcore adventuring fan, I found that the difficulty level was set just right.

Sound-wise, the orchestral music is excellent. Ominous violins keep the heart pumping at a healthy 100bpm while the full cardiac arrest-inducing orchestral stabs should maintain regular bowel movement.

Sounds licky so far, eh? Well, I'm sorry to say there are a few nuggets at the bottom of the pan that just won't flush away. Yes, the graphics have been improved and the slow access times have been minimised, but the awful sequence where you're treated to a creaking 3D door when you enter a room hangs heavy very quickly. Not only that, but the inventory system is awkward and the developers really should have made more use of the mouse control and the Save Game feature common to the PC.

A bit more tweaking could have made this game a classic. It demands a hefty wedge of disk space for what it is, but that said, *Resident Evil* is generally a triumphant conversion of an excellent game. You won't be disappointed.

"It's me or him, Jill – take your pick. He may have the brains, but it's me who's got the gun."

In Perspective

While not that adventure-heavy, there's lots of fun to be had decimating zombies and toasting giant spiders. Play in the dark for maximum effect.

- Alone In The Dark 3
- City Of Lost Children
- Resident Evil
- Fade To Black
- Tomb Raider

Tech Specs

Memory: 16Mb (32Mb recommended)
Processor: P90
Graphics: 3D card with 4Mb RAM
Sound: All major sound cards
Controls: Gamepad, keyboard
Note: 5Mb minimum needed for installation on hard drive, but if you only have 16Mb RAM, you'll need 100Mb hard drive space reserved for swap file.

Score

Scared? You will be.

83

Price: £34.99
Release date: October
Publisher: VIE
Telephone: 0171 368 2255
Website: www.vie.co.uk

dan Personal Computers The People's Choice

BLOW THE OPPOSITION OUT OF THE SKY.

WE HAVE.

FLYING CORPS GOLD

Wireplay
The games network from BT

3Dfx Interactive

THE BEST IN FLIGHT SIMULATION HAS JUST GOT EVEN BETTER

● FULLY FUNCTIONAL MISSION EDITOR WHICH CAN BE USED TO PRODUCE CAMPAIGNS AS WELL AS MISSIONS. ● 3D CARD SUPPORT FOR UP TO 33 FRAMES PER SECOND. ● MULTI-PLAYER SUPPORT WITH DEATH MATCH AND TEAM PLAY SUPPORTING WIREPLAY, NETWORK, MODEM AND DIRECT CONNECTION. ● NEW FLYABLE AIRCRAFT INCLUDING THE CLASSIC FOKKER D-VII. ● ENHANCED VIEW SYSTEM, INCLUDING A NEW PERIPHERAL VISION MODE. ● NEW LANDSCAPE TEXTURING PROVIDING PHOTO-REALISTIC TOWNS AND VILLAGES. ● PLUS FORCE FEED STICK SUPPORT AND MUCH, MUCH MORE.

THERE IS NO COMPETITION. BUY FLYING CORPS GOLD TODAY FOR THE ULTIMATE COMBAT FLIGHT EXPERIENCE

AVAILABLE ON PC CD ROM

"FLYING CORPS IS OUTSTANDING" PC GAMER 90%
"THE DEFINITIVE WW1 FLIGHT SIM EXPERIENCE"
PC GAMES A RATING

empire INTERACTIVE

"THE NEW KING OF WW1 FLIGHT SIMS" CGW 4/5
"FLYING CORPS IS SIMPLY STUNNING"
COMPUTER GAME ENTERTAINMENT 98%

3Dfx © 1996 3Dfx Interactive, Inc.

EMPIRE INTERACTIVE. TELEPHONE NO: 0181 343 7337 WEBSITE: http://www.empire.co.uk

PC ZONE Classic

Lands Of Lore: Guardians Of Destiny

Stop press! Role-playing gamers to wash hair and be accepted back into society. Jamie Cunningham has the shocking story.

NATIONAL HEALTH SPECS, A TUPPERWARE pot of four-sided dice and a braying laugh that sets people's nerves on edge. That's role-playing. Or rather, that was role-playing. Westwood Studios have come up with an interactive fantasy that delivers non-stop action and adventure by the lorry load, dispenses with all the point-and-click statistical mumbo jumbo, and puts an end to the myth that RPGs are boring.

The four CDs (count 'em) that comprise *Lands Of Lore: Guardians Of Destiny* accommodate a colossal world replete with different settings, quests, challenges, adventures and interactive characters.

The first-person perspective game engine feels comfortably familiar and allows you to run, jump, crouch, look up and down, attack with an innumerable list of weapons, or cast one of 80 different spells. Added to this are the graphics, while not up to the high standard of *Quake*, are clearly distinct from one area to the next, and show a rewarding and lavish attention to detail.

This guard bares a striking resemblance to our esteemed publisher John Davison. Coo.

Dongle attack

The game is supplied with a dongle which, in case you didn't know, is a small plastic doofer that plugs into your printer port and forms the basis of the world's first joke about computers. Without it, *Lands Of Lore* won't run. It's a hugely effective measure to combat piracy, but it's also a huge pain in the butt.

"The end result is that your adversaries scare the crap out of you when they lurch from the shadows."

Lying Sorcers

You play Luther, human son of Scotia, the evil Sorceress who snuffed it at the end of the last game. Damned with a disposition to transform into an ogre and a lizard, your quest is to rid yourself of the shape-changing curse – trouble is, not only is it initially beyond your control, but this magic is coveted by Belial, an ancient demon dude who will stop at nothing to get his hands on it.

Everything has been crafted in typically trippy Westwood fashion. Giant half-human spider beasts with the hulking hind legs of a cockroach. Repulsive crawly things with barbs and claws. Things that give you a turn when they leap out of dark corners. Things that snap your arms from their sockets and laugh. If you've been yearning for a game that'll shit you up like the first time you played *Doom*, look no further.

Fear by the barrel

Quite clearly, the production team took a ride over to their local giggle house and smuggled out a psychotic madman to head up their graphics department. When not talking to his invisible friend with the cloven hooves and brimstone aftershave, he sits at a Silicon Graphics workstation and creates diabolical armies of unspeakableness. Backwards.

The end result is that your adversaries scare the crap out of you when they lurch from the shadows. They then give

Wonderful locations and amazing monsters abound. Like, totally man.

The cat crept in and crept out again. Try saying that after ten pints of Stella Artois.

chase and scare the crap out of you some more when you stop and turn round. They dodge your fire. They flinch when hit. They get angry. They go for backup. They cry out when they're dying. Shoot a skeleton in the kneecap and he'll bend forward, clutch it in pain and hobble after you. Brilliant.

More than one way to skin a cat

But take a step back from the frantic deathfest and you can use your brain as well as your brawn. For example, if you confront one of the subordinate bad guys with an big axe, there's every chance he'll cack himself and scarper. Some enemies are terrified of your ogre-like incarnation. Or if they're standing in a pool of oil and you have a torch, you can set the pool alight and turn them into charcoal briquettes. You'll even find that certain creatures will go about their business when left unprovoked, so killing everything that gets in your way isn't the only option open to you.

There are also other neat features, such as the automap and the ability to stick pins in it – medieval Post-It notes to remind you where you've been and where you should be going. The scenery can also work to your advantage in battle: for example, chop at one of the supports on a bridge and it'll collapse, plunging into the water and drowning anything that happened to be on it in the process.

So it's smart, right?

The point-and-click interface is a joy, with your inventory and spellbook both instantly accessible and easy to use. The game is clever enough to help you when you're walking around, and will automatically guide you around simple obstacles so you don't end up stuck on something you can't see. But there are so many little trinkets waiting to be unearthed as you go along, there simply isn't the space to describe them all. So I won't – you'll just have to trust me on that one.

The many pre-rendered animated sequences enhance story progression, and give the player time to brace themselves before an attack. No really, they do.

In Perspective

Lands Of Lore offers something for everyone. One moment it's *Hexen*, with you firing a crossbow and casting spells before diving for cover. The next moment it's *Realms Of The Haunting*, confronting you with quests and puzzles. Confused? Me too. Other bastard cousins include SSI's *Ravenloft: Stone Prophet* and Bethesda's massive *Daggerfall* – both highly involving RPGs, but both dated and (quite frankly) dull. The original *LOL* still stands though.

Lands Of Lore: Guardians...

Lands of Lore

Realms Of The Haunting

Ultima Underworld II

Ravenloft: Stone Prophet

Daggerfall

Tech Specs

Memory: 16Mb
Processor: Pentium 90
Graphics: SVGA
Sound: All major sound cards
Controls: Mouse, keyboard

Score

Yet another Westwood masterpiece. Just do it.

92

Price: £39.99
Release date: October
Publisher: Westwood/Virgin
Telephone: 0181 368 2255
Website: www.lands.net

dan Personal Computers The People's Choice

Ye Olde Nigglebox

Looking at the score, you could well be forgiven for thinking that the game was a mere inch away from perfection. In terms of depth, atmosphere and gameplay, it is. But it can also reveal its mortality.

SOUND
Ambient sounds such as running water are too abrupt. If you walk into an area with a river, it's as if someone hits a button marked 'babbling noise'. Turn away and the noise disappears.

STEVIE WONDER
Many rooms are just too dark. Ridley Scott-like atmosphere is one thing, not being able to see where the hell you're going is another.

FMV
Full Motion Video, a perennial curse of the modern RPG, is more than mere candy for the eye in this game. But on a 266MHz Pentium II, the cut-scenes still cause the game to pause, giving you ample opportunity to brace yourself.

GET REAL GET RALLY

The best got even better! International Rally Championship – successor to the chart-topping RAC Rally Championship – roars onto the PC with an immaculate pedigree and a breathtaking collection of new features.

You're on final countdown to the drive of your life. From desert sands, to mountain passes and equatorial jungles, you pilot one of nine completely new rally-tuned cars round 15 international circuits designed to challenge the bravest driver.

Can you cope with the high-octane blood rush that only comes from the cream of driving simulations? This is the way to find out.

- **Unique track editor**
- **Improved car handling**
- **Split screen two player mode**
- **Enhanced gameplay**
- **Fifteen international tracks**
- **Nine of the latest rally-bred cars**
- **IPX network mode for eight players**
- **Superb graphics**

Europress

Europa House, Adlington Park, Macclesfield, SK10 4NP, England.
Tel: 01625 (+44 1625) 859444 Fax: 01625 (+44 1625) 879962.
Web site: http://www.europress.co.uk

International Rally Championship

Outpost 2 – Divided Destiny

PC ZONE Recommended

Paul Presley spends most of his time on another planet. We figured he might as well attempt to colonise it while he was there.

ON THE SURFACE, SIERRA'S LATEST assault on the world of resource-management games looks quite appealing. You've got comprehensive tutorials that welcome the player to the game, nice presentation values that keep the eyes and ears engaged – even an incredibly user-friendly Internet-based multi-player setup (SIGS: a system that's impressed me elsewhere in this very issue). But a quick probe beneath the surface quickly reveals some overwhelming problems.

The original *Outpost* dealt with the survivors of a doomed Earth heading off into the stars to find a new planet they could call home. *Outpost 2* assumes you achieved this task and starts with the newly-founded colony in something of a tizzy. Two tizzies actually, as the colonists have split into two factions, one a bunch of nature-loving environmental peaceniks, the other a bunch of mad scientists intent on giving mother nature a swift kick in the gaias.

The game can be played from either side, but it's not long before you stumble across what initially seems like a 'nice touch' but which has a hidden flaw. The problem arises because of a storyline running throughout the game. In fact there's not one, but two, one for each side. What's more, they are entwined like the stars of a porn flick. From the storyline's point of view this works pretty well: you start a mission, read a chapter of the 'novella' (as they call it and, surprisingly for this sort of thing, it's pretty well written), play the next mission and get to the next chapter.

Each of the missions is linked to the story and helps build the overall atmosphere. Unfortunately, although there are supposedly two separate campaigns to play, each set of missions is pretty similar to the other, except with different colours. There could've been real innovation here, especially with the separate storylines, but sadly it's been squandered.

Your colony, such as it is.

To arms, men!

Another annoyance is the combat. Not, you understand, that I don't believe it works or that it's ineffectual but rather that, like the rest of the game, it's nothing we haven't seen in just about every strategy game of this type from here to Dumfries. It's *Command & Conquer* on a smaller scale.

Now there are two ways you could approach this. One would be to say fine, it's a solid proven system that works. The other would be to say pish and twaddle, it's unoriginal and suffers the same faults as *C&C*.

I'd like to see some originality in games of this type, instead of just the poaching of existing ideas. For example, how about field commanders that can be issued with orders and will behave in as realistic a manner as present AI technology allows, letting you take care of business elsewhere. If *Outpost 2* had done something like that instead of just copying what was already out there, I might have been more impressed.

Sounds like a metaphor

And that's pretty much the feeling you get when playing *Outpost 2*. It's a whole lot of everything we've seen before, and that's precisely why I can't quite recommend it. Different icing, but the same old cake. It's a shame – a crying shame. A weeping in the streets after a heavy relationship break-up shame, because it isn't *Outpost 2*'s fault. On the surface it's as professional and playable as almost any other resource-management game around. Praised and damned for the exact same reasons. It's a harsh world.

(Left) When the going gets, er, tough, send in the heavy mob. (Right) Well I know Plymouth isn't much on the tourist stakes, but evacuation's a bit harsh.

In Perspective

It's more of the same with Outpost 2. Certainly it's an improvement over the original, but there isn't enough variety to distinguish itself from the pack. Not that it's a bad game, just not earth-shatteringly superb.

- Outpost
- Outpost 2
- Age Of Empires
- Conquest Earth
- Total Annihilation
- Command & Conquer
- Dark Reign
- Dark Colony

Tech Specs

Memory: 16Mb
Processor: P60
Graphics: SVGA
Sound: All major sound cards
Controls: Mouse, keyboard

Win 95 Only! · Internet Play · Network Play

Score

It's good, professional, but sadly lacks originality.

82

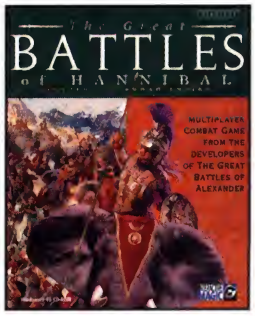
Price: £ 34.99
Release date: Out now
Publisher: CUC Software
Telephone: 0118 920 9100
Website: www.sierra.com

dan Personal Computers – The People's Choice

HANNIBAL.
MAKES WILLIAM WALLACE LOOK LIKE A NANCY IN A SKIRT.

THE GREAT BATTLES OF HANNIBAL™ BRINGS AN EMPIRE TO IT'S KNEES

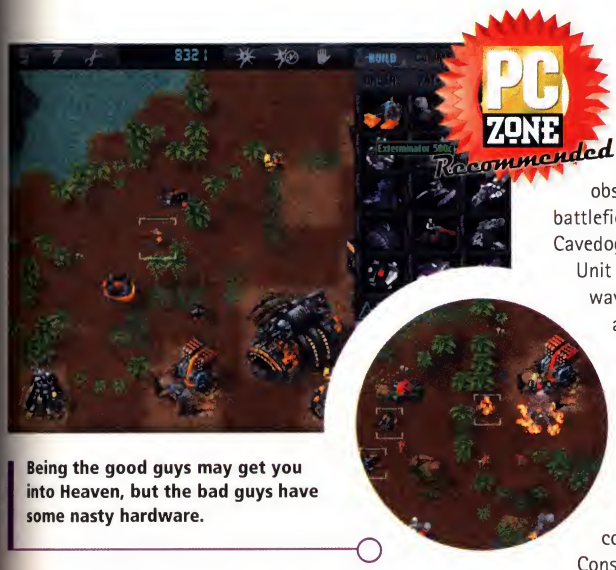
INTERACTIVE MAGIC™



AVAILABLE NOVEMBER FOR WINDOWS 95 CD-ROM. www.imagicgames.co.uk

The Great Battles of Hannibal is based on the award winning board game from GMT Games. The Great Battles of Hannibal and the Great Battles Series are registered trademarks and Interactive Magic is a registered trademark of Interactive Magic, Inc. Windows 95 is a registered trademark of Microsoft Corporation. All rights reserved.

Dark Reign



Being the good guys may get you into Heaven, but the bad guys have some nasty hardware.

Finally, it looks as though there's a new kid in town challenging for *C&C*'s crown. Richie Shoemaker meets the game that would be king.

I REFUSE TO GO INTO ANY DETAIL ABOUT the plot for Dark Reign; suffice to say the battles are fought between two very different opposing factions, the Imperium and a bunch of freedom fighters. You also have the option to guide either side through a series of missions eventually towards 'the final conflict'. There's some stuff about a chap called Togra and a time travelling probe, but all this is really just fluff, because what you want to know is; is it better than Red Alert?

Cut to the Chase

Well it pains me to say it, being a loyal fan of *Red Alert* and all, but... yes. *Dark Reign* IS better than *Red Alert*... The thing is though – is it 'enough' better? We've already seen *Total Annihilation*, so what does *Dark Reign* bring to the party?

Well for a start it has some truly excellent features. Firstly the variable terrain adds heaps to the strategy side of things. Putting weak armoured artillery on top of ridges can punch holes in any attack and as such, attackers really have to co-ordinate their efforts at a number of levels. Add to this a line of sight system that only lets you see things that (no... surely) are in your line of sight (so things like hills and trees have a habit of obscuring the scenery) and you have a complex 3D battlefield that shares an awful lot of features with Cavedog's *Total Annihilation*.

Unit control is much improved thanks to a splendid waypoint system that allows you to direct your armies around the battlefield. You can also give special orders, whereby units will retreat after they sustain a certain amount of damage, or even hunt down enemy units who come within a certain range. It may sound just a little bit complicated when compared to the simple *C&C* system, but the interface that deals with it is superb and extremely user friendly. Thankfully, icon based menus make complex AI influencing decisions something of a breeze.

Construction is very similar to *C&C*, except instead of having to build further, advanced installations you can keep upgrading existing structures on the map. There are a wide variety of these as well, from the usual assembly plants all the way to temporal gates and re-arming decks. The number of units available is large and varied and in a similar way to Blizzard's forthcoming *StarCraft*, the opposing sides feature very different, yet finely balanced vehicles and soldiers. Playing either side offers a very different playing experience and they differ in much the same way that the Rebels and the Empire of Star Wars differ... the Imperium is a heavily armoured, diabolical force, whilst the freedom fighters are more suited to hit and run style operations.

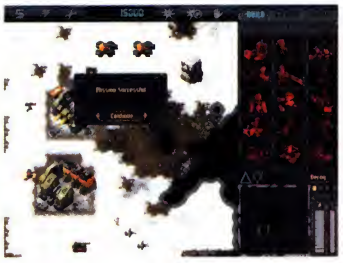
There is a but

The units are well detailed, especially the infantry. But because of the particular style used many of them are difficult to identify at first. That said, on the flip side the sound and AI are both impressive, whilst the standard multi-player options are easy to set up and great fun.

At the end of the day there are numerous games of this style coming out at the moment. Of the whole bunch there is absolutely no argument that *Dark Reign* and *Total Annihilation* both represent an improvement over *Red Alert* (which is now almost a year old). Both are excellent games, and both offer different features for you to spooge over. However, if you were to buy one or the other, *Total Annihilation* just wins out at the end, as is apparent from our scores this month. We prefer the atmosphere and the concept of Cavedog's game, but there's no denying that it's close!

Do it yourself

If the oodles of missions that are supplied with the game aren't enough, there is an extremely powerful level designer thrown into the package as well. Whereas many previous games have simply allowed you to build new maps, *Dark Reign* lets you muck around with just about everything. Want to tinker with the AI? Change units? Build ludicrous landscapes? It's all in here. We have it on good authority (from one of the guys on the team) that the system is pretty much what the developers used when building the game. Something tells me this one could run and run.



Here's one I made earlier. OK, so it took me five minutes. If I had a bit longer I could slam in some nifty AI.

In Perspective

Like ants, real-time strategy games are everywhere. Too many of 'em, and the differences between them are mainly style over content. Still you can't go far wrong if you match the red lines and don't choose the shortest. But then you know that already, don't you?

- Dark Reign
- C&C: Red Alert
- Total Annihilation
- Conquest Earth
- Dark Colony
- Warcraft II

Tech Specs

Memory: 16Mb
Processor: P90
Graphics: SVGA
Sound: All major sound cards
Controls: Mouse, keyboard
Note: 120Mb hard drive space required (minimum)

Win 95 Only! | Network Play | Internet Play

Score

Ooh, so close.

89

Price: £39.99
Release date: Out now
Publisher: Activision
Telephone: 01895 456700
Web site: www.activision.com

dan Personal Computers The People's Choice

PANZER GENERAL II™

THE WORLDS HIGHEST RANKING STRATEGY GAME

- True second generation engine
- All new campaigns and scenarios
- Hand rendered maps and photo realistic 3D units
- Interactive terrain that reflects battle damage
- Powerful Battle editor providing extensive game play and replay value
- Multi-player support across LAN or Internet

SSI®

Priority House, Charles Avenue, Maltings Park, Burgess Hill, West Sussex, RH15 9TQ • UK WEBSITE: http://www.mindscapeuk.com

Developed by the SSI Special Projects Group. PANZER GENERAL is a trademark of Strategic Simulations, Inc. 1997 Strategic Simulations, Inc., a MINDSCAPE Company. All rights reserved. Windows is a registered trademark of Microsoft Corporation.

Review ZONE Extra!

Finally the new releases are coming out thick and fast. Here's the best (and worst) of the rest.

***Speed Demons*: Innocent road racing as opposed to amphetamine fuelled devil worshipping.**

SPEED DEMONS

A quick look at *Speed Demons* is bound to send some older games players into retrospective spasms of joy.

The gaming equivalent of a straight-to-video title, *Speed Demons* is a previously unreleased slant on the arcade classic *SuperSprint*. In glorious SVGA, it features eight tracks and three varieties of car. Split-screen mode can accommodate up to four players and up to six players can race it out over a network. Race set-up can be fully customised and players can kit out their cars with better tyres and upgrade engines in between races.

Even though the tracks look nice, they're a bit short and the cars bounce around them just a little too much. Also, the poncey rock soundtrack fails to make up for the absence of any engine noises, and as a full price game, *Speed Demons* would've been slated. On budget though, it fares much better, and overall it's a noble attempt to recapture the *SuperSprint* spirit, which is no bad thing.

Richie Shoemaker

Publisher: Eidos Interactive
Price: £12.99
Tel: 0181 780 2222
74

DARK COLONY

The *C&C* clones keep coming and what this sci-fi effort offers – by way of compensation for its disregard for originality – is some of the most detailed graphics in a strategy game.

The mothership beams down a new addition to the throbbing alien base.

Humans and Grays slug it out for control of Mars' greatest resource, Petra-7, which enables the construction of buildings and fighting units. Erecting buildings is a simple straight forward modular affair, which really has little bearing on the action except to allow construction of new units. Unfortunately, as there are only a few that become available throughout the game, there's a painful lack of variety.

The human hardware looks, well human, while the alien side sports more Giger-esque style machinery. The dissimilarity ends here though, because both sides have units that do exactly the same thing and the differences in performance are only affected by whether it's night or day.

As for the AI, it's noticeably better than other games of this ilk. Units will usually get stuck in and divide themselves up evenly when attacking in force, and fortunately they don't wander off in strange directions when you send them round the battlefield. One infuriating omission though, is the inability to assign keys to teams – which means that you end up moving your army as one disorganised rabble.

While the missions are well put together, they offer nothing over and above what's currently available elsewhere. Furthermore, the differences between the two sides are mainly cosmetic, so there seems to be little difference between the two campaigns. The animation could have been enhanced further for some units and, as the scale leans more towards games like *Warcraft 2*, the highly stylised graphics could be lost on some people.

The sound is atmospheric and multi-player options are fairly standard (stopping short of Internet support), but the whole package has too many bog/sub standard features to race ahead of a crowded pack.

Richie Shoemaker

Publisher: Take 2
Price: £39.99
Tel: 01753 553445
68

KLONDIKE MOON

This is billed as a "2D SVGA graphic adventure", yet it's best described as a cross between *Asteroids* and *Dune II*. Piloting a 'Tick' – a spacecraft shaped as one of several different insects – your task is to mine ore on a distant planet and keep up with the demands

PC Zone recommends

PC ZONE Recommended

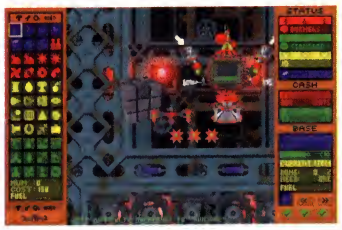
BRITISH OPEN CHAMPIONSHIP GOLF

Got *PGA Tour Pro*? Got *Links LS*? Bit of a spoilt bastard then aren't you? But if you're bored with both and fancy a change, this offering from the people who brought you *Flight Unlimited*, is worth a look. Forget the fact that the tournament to which it refers is actually called The Open Championship: it's just Americans showing their ignorance again. Look instead at the good bits: you get to play Royal Troon and St Andrews — also known as Home of the Arseholes — and the graphics, although rather flat, are quite evocative, especially with rain and mist effects switched on.

There are 3-D buildings, stands and course objects, so you can find yourself slicing the ball into a hospitality tent or even the crowd (although regrettably you don't see Argyll-patterned cardigan wearers collapse to the floor spouting plumes of blood). Controls are intuitive and include a nice variation on putting. The flatness of the thing is compensated somewhat by the selectable picture-in-picture camera angles. There's also an animated caddie who's there to offer advice about the course, but witters on about the history of golf so much you'll feel like bludgeoning his brains out with a putter. Notable for containing the only known photograph of Jesper "I eat volcanic ash" Parnevik not wearing a cycling hat. It's not a bad effort at all, but buy one of the big two mentioned at the top before you buy this.

Patrick McCarthy

Publisher: Interactive Magic
Price: £39.99
Tel: 01344 409399
82



Mediocre on C64, pathetic on PC. Enough said.

from 'Megabig', while competing with up to seven other teams (either through CPU, network or serial link).

Adopting an *Asteroids*-style control method, your first task is to deploy three Cutter Orbs into the surrounding rock and leave them to dig for a while. When finished, you must pick up the orbs and return them to your mother ship for the ore to be processed. With the cash from the production you can build further units: fuel pods, missiles, tractor beams and so on. While *Klondike Moon* is a graphical step up from *Asteroids*, it doesn't climb any higher. The sound harks back to the early Amiga era, although admittedly the AI for the enemy units is passable. If the controls were faster, this game might just have been fun, if only for a while. As it stands, *Klondike Moon* could have been made for the C64 and it would still have only been mediocre.

Lee Hyde

Publisher: 21st Century
Price: £24.99
Tel: 01235 851 852
47

TIME WARRIORS

The warning signs are everywhere: it's called *Time Warriors*, it's made by Silmarils, and it's a 3D PC beat 'em up. While it's clear that *Time Warriors* hasn't been polished anywhere near as much as it could have been – the intro is boring and the characters are uninspiring – a potentially good game lies beneath the surface. On the plus side, the AI is pretty standard fare and the sounds are meaty, but the graphics are the best part, boasting impressive texture-mapped polygons. What really lets it down are the unresponsive controls – the moves are so sluggish that playing becomes a chore. 3D beat 'em ups seem difficult to get right on the PC and, while *Time Warriors* could have bridged the gap, it falls so sadly short. With 3D cards taking the games world by storm, companies are in danger of sacrificing gameplay for graphics. *Time Warriors* certainly falls head-first into that trap.

Lee Hyde

Publisher: Simarils
Price: £49.99
Tel: (514) 844 4555
69

Lots of big burly chaps from throughout history gather to beat each other to a bloody mess. But there's no blood in *Time Warriors*, because it's a 'nice' beat 'em up.

NO RESPECT

Before the actual game begins, you could be forgiven for thinking that *No Respect* and Psygnosis' *Wipeout* have been made by the same development team. The ships are virtually identical, even down to the colour schemes, while the techo soundtrack pumps away consistently in the background. Yet the styles of gameplay could not be more different: using an engine similar to Novalogic's earlier VoxelSpace, your single opponent lurks somewhere inside a small arena. Even when a reasonable understanding of the flight dynamics is attained, the game is no easier to play. The terrain level is varied, but since height placing is automatic, no skill can come from negotiating the landscape. The only tactic that an opponent needs is to dodge and shoot, or be blown away. The obvious background pop-up is hidden behind the hectic gameplay yet, while a 3Dfx version would cover up the graphical problems, no amount of patching could mask the ultimately shallow gameplay.

Lee Hyde

Publisher: Ocean
Price: £34.99
Tel: 0161 832 6633
52

Ocean's new *Comanche/WipEout* hybrid: nice graphics, banging 'choons', limited gameplay, no originality = *No Respect*.

It might look great at first glance, but where's the gameplay?

ATLANTIS

Typically for a French game, *Atlantis* looks absolutely beautiful. In fact, it's probably the best-looking adventure game we've seen for quite some time. Bit of a shame, then, that it's also the single most annoying and frustrating adventure we've seen too.

BLISTERINGLY FAST HOT-ROD RACING ACTION!

WRECKIN' CREW™

DRIVE DANGEROUSLY

"...COULD PUSH 32-BIT RACERS IN A WELCOME NEW DIRECTION."
EDGE

"WILL HAVE A SIMILAR IMPACT TO MARIO KART...SPLENDID."
THE OFFICIAL PLAYSTATION MAGAZINE

PlayStation

PC CD-ROM

Quickdraw DEVELOPMENTS

TELSTAR ELECTRONIC STUDIOS LTD., The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP
Tel: 01932 222 232 Fax: 01932 252 702 e-mail: tes@telstar.co.uk web site: www.telstar.co.uk/tes

TELSTAR Electronic Studios

© 1997 Telstar Electronic Studios Ltd. Developed by Quickdraw Developments Ltd. "PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

Man from *Atlantis*: mincing around in a pair of tight blue Speedos.

Picture this: you're in the mythical land of Atlantis, and it looks very nice, so obviously a spot of exploring would appear to be in order. Er, slight problem here. Talk to anyone and say the wrong thing, and you're dead. Frankly, we just couldn't fathom the logic behind this. Atlantis couples state-of-the-art graphics with a design fault normally associated with ancient adventure games. It defies belief really.

Admittedly, the game puts you back to the point where you committed the heinous crime, but the CD accessing is so slow that you still have to wait for what seems like an age before you get going again. If you want an example of French adventure gaming at its best, take a look at *Little Big Adventure 2*. If you want to see it at its worst, look no further than *Atlantis*. Buy it for someone you don't like.

Chris Anderson

Publisher: Electronic Arts
Price: £34.99
Tel: 01753 549442
30

MACHINE HUNTER

Once upon a time, many years ago, there was a game called *Paradroid* which became known as the game to have on the Commodore 64 and Amiga. It was a simple game. It was simple in concept, simple in design, and simple in execution, as of course are all computer game classics.

Paradroid's gameplay involved manoeuvring a robot around various levels, clashing with other robots, defeating them by solving puzzles and then taking over the persona of said robots. In this fashion, the player could control bigger and better robots thus making progress through the game much easier. In concept at least, *Machine Hunter* is exactly the same. Sorry, did I say exactly the same? I meant it's the same idea. I didn't mean it's incredibly addictive like *Paradroid* because it most certainly isn't. In *Machine Hunter*, as is the case with *Paradroid*, you battle robots in the hope of taking on, defeating and controlling them, but you achieve this by 'shooting them up' as opposed to 'puzzling them up'. For this reason the game quickly becomes repetitive and dull. To make matters worse, *Machine Hunter*'s answer to the 3Dfx revolution is 256-colour VGA. Basically, it looks arse.

If this review sounds a little bitter and acidic it's because I was hoping against hope that *Machine Hunter* would be a modern-day *Paradroid*. Sadly, it isn't. It's a mildy diverting game that very quickly leaves you feeling cold.

Chris Anderson

Publisher: Eidos Interactive
Price: £39.99
Tel: 0181 780 2222
50

HOLIDAY ISLAND

Once in a while a game comes along that takes the whole industry by storm, either by introducing a new twist of gameplay, some gorgeous graphical splendour or sometimes occasionally both.

Holiday Island is not one of those games. In the most simple terms, it's best described as a *Sim City 2000* clone with base graphics. In case you haven't guessed already, the aim is to develop thriving and profitable resorts across groups of islands. If you can put up with the aged look, it's actually quite playable, though you have to ask yourself for how long. Ultimately, it's all a bit limited and because it's really been done before, there just aren't enough innovations and surprises to sustain any kind of lengthy attention.

It's a bugger to cut the grass in *Holiday Island*. Does this look familiar to you?

The control system just does the trick and the overall feel is a simple game without particularly large dangly bits. The music sucks and the graphics are small and not incredibly detailed but there is something about the game that looks up through puppy-dog eyes and says "I'm not all that bad am I?" Don't fall for it ladies and gentlemen. If you buy this game you might end up liking it. On paper, against the likes of *Sim City*, *Transport Tycoon* and *Theme Park* it limps a fair way behind. If it were at a budget price, it may have fared better.

Richie Shoemaker

Publisher: Ocean
Price: £34.99
Tel: 0161 832 6633
62

MEAT PUPPET

21st century genetic engineering has moved beyond the breeding-wrinkly-mice stage and on to growing 'three-legged plasm sacs' and chaps with tentacle heads - all of them, of course, are out to get you. You being Lotos Abstraction, a trained assassin with a gun who runs kinda funny.

The story behind *Meat Puppets* promises a dark and atmospheric time. In fact some of the mutant hybrids running about could be genuinely scary if this was a first person game like *Quake*. Unfortunately the isometric viewpoint doesn't make for a game that will make you jump out of your skin. While the graphics have some nice features, the animation is a bit ropey and some of the characters come over a bit comical. Getting about the six cities involves shooting anything that makes your crosshairs turn red and consequently it's all empty headed. Stylish cinematics carry the story along and the in-game music sets the right pace, but really what holds this game back is that it has all been done before and a hell of a lot better.

Richie Shoemaker

Publisher: JM Interactive
Price: £34.99
Tel: 01703 650759
54

Lotos Abstraction, a woman who makes Lara Croft seem like a big girl.

SIGNED FOR
Intel
MMX™

RUNS ON PENTIUM™ AND MMX™ PROCESSORS

SPEEDBOAT™ Attack

The DEFINITIVE Racing Challenge!

*Scream around 10 challenging 3D courses, with a choice of 5 incredible power boats

*Arcade, Championship & Time Trial options

*Stunning MMX™ enhanced 3D environments

*Optional combat mode

*6 player network facility, or 2 player split screen options.

WIN 95

Criterion Studios

TELSTAR ELECTRONIC STUDIOS LTD. The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP
Tel: 01932 222 232 **Fax:** 01932 252 702 **e-mail:** telstar@dial.pipex.com **web site:** www.telstar.co.uk

©1997 Telstar Electronic Studios Ltd. All Rights Reserved. ©1997 Telstar Electronic Studios Ltd. All Rights Reserved. Developed by Criterion Studios Ltd.

TELSTAR

Upgrade your sound card and trade in your original! Contact your local Creative stockist today!

Look who's got Creative®

Missing out on the action?

-Creative's range of top notch upgrade products work brilliantly together to transform your existing PC into a mind-boggling gaming experience easily and affordably. ***Knockout sounds. Dazzling, high speed graphics. Totally amazing! Totally addictive!***

Get down to serious 3D gaming fun with ***Graphics Blaster™ Exxtreme™***, the definitive graphics upgrade in terms of blinding performance and unbeatable feature set. Hear the most realistic sounds around with the multi-award winning ***Sound Blaster AWE64® Gold***, thanks to superlative SoundFont samples and immersive ***E-mu® 3D Positional Audio***. Get your kicks from video intensive games with the ***PC-DVD Encore™ Dxr2 Upgrade Kit***. Surround yourself with unbelievably realistic sound with the ***SoundWorks™ CSW200™*** three piece sound system.

Upgrade to Creative today for all your present and future titles. You won't recognise your PC - or yourself.

And we're not playing games.

Graphics Blaster Exxtreme

Match realistic audio quality with the definitive 3D graphics upgrade in terms of performance, realism and image quality.

Sound Blaster AWE64 Gold

Simply the best sound card available for performance, value and compatibility, running with more applications than any other sound card.

PC-DVD Encore Upgrade Kit

Join the DVD games revolution with technology years ahead of its time.

SoundWorks CSW200

Get the best from your AWE64 Gold with this compact, high quality three piece PC speaker system.

The Hottest Upgrades For the Coolest PC.

CREATIVE

WWW.SOUNDBLASTER.COM

© Copyright 1997. Creative Technology Ltd. Sound Blaster, Video Blaster and AWE64 are registered trademarks and SoundWorks, CSW200, WebCam, Graphics Blaster and Blaster Exxtreme are trademarks of Creative Technology Ltd. All other brand names and product names are trademarks or registered trademarks of their respective holders. All specifications are subject to change without prior notice.

CALL 01245 265265 FOR MORE INFORMATION

AWE 64 GOLD | AWE 64 GOLD | 3D BLASTER | AWE 64 GOLD | 3D BLASTER | AWE 64 GOLD | AWE 64 GOLD BEST SOUND CARD | 3D BLASTER

Budget ZONE

Is that tenner burning a hole in your pocket? Do you already have the new Radiohead album? Ooh, you should buy some flowers for your girlfriend. No? Well, maybe Richie Shoemaker can interest you in a budget game or two now available on the fabulous Kixx budget range from Eidos Interactive.

Duke Nukem: **he rocked then, he rocks now and soon he'll rock forever.**

DUKE NUKEM 3D

Duke Nukem is a berk. Never invite him to a party. He'll drink all the booze, shag all the tot and blow away everyone else with his clichéd one-liners and cigar smoke. The man is undoubtedly an arse. On the other hand, this game (based on his legendary exploits) is peachy, and now that it's on budget there is absolutely no reason not to own it.

The question is (or was): is *Duke* better than *Quake?* Well, it's certainly different. The many levels are varied and colourful, populated as they are by pigcops and go-go dancers. Original weapons, such as the shrink ray, make *Quake*'s weapons look like the dullards they are. For the discerning multi-player, the game, while not as satisfying as *Quake*, is spiced up by CCTV cameras and other objects d'art.

Bad points? Well, it's those alien scum – they're more comical than scary. OK, they're sprite based, but that's no excuse. So is this better than *Quake?* Nah. Just better value, especially for single players.

Reviewed: Issue 40.
Price: £12.99 93

BIG RED RACING

The title leaves little to the imagination. *Big Red* is a 3D racer bloated with a variety of vehicles, terrain and multi-player options. Actually, it's damn fine as multi-player games go. Split-screen mode is pretty good, six players racing over a network is even better. In fact, the single-player game isn't bad either. It's simple, wacky tracky fun. The sound and the menu layouts add to the humour, and the graphics, while a bit sparse, fit in with the overall feel. The trucks, jeeps, JCBs etc bounce around with sufficient bounciness and the end result is a good fun game. Single players may lose interest before too long, but for multi-player racing this is the biggest and reddest. It's also WirePlay-compatible too.

Reviewed: Issue 37
Price: £9.99 87

Rise Of The Triad: **it has way cool rocket launchers, but rather farty machine guns**

RISE OF THE TRIAD

Somewhere in between *Doom 2* and *Duke Nukem* fell *Rise Of The Triad* and it certainly offered something different from other *Doom* clones at the time. Several excellent multi-player features made their debut here and the single-player game offers a stiff challenge. Apart from the farty machine gun, the weapons are cool. Foot soldiers grovel for their lives before you, begging for mercy, and the levels are big and bouncy. On the downside, because the game has some elements more in common with platform games (springy pads and travelling platforms), it has an unreal quality which doesn't quite fit in with the theme. All in all though, if you've completed *Duke* and *Dark Forces*, then invest your next tenner here. You could do far worse.

Reviewed: Issue 26
Price: £9.99 82

(Above) The best JCB and dumpertruck racing sim bar none.

CHAMPIONSHIP MANAGER 2

CM2 is an iceberg of a game. How it can pack in so much detail – yet be so easy to get into – is frankly, pretty staggering. This is what lifts this footy management sim above all its fluffed up rivals. What we have here is simple. Suspenseful commentary, nice photographic backdrops, simple text buttons and loads and loads of numbers. No no, come back. You see it's not all percentage, ratio and random factor. This is top trump, easy to flick through, 'hey this guy can tackle' number-crunching on a subconscious level. You don't seem to notice all the work your mind is doing because you assign personality to all your players.

Soon you end up talking to yourself and, after listening to the commentary during your next league match, you sit there, head in your hands, as Derby County whoop your woefully inadequate team 4-1. Eventually, you have to put the hours in and get deeper into the game or drown. By this time you're hooked and it's too late. The Premier League beckons as does the FA Cup, and a selection of free transfers, loans and better job offers. If you can live with the bang-out-of-dateness of the 1995/96 season, then this is one bargain you cannot miss.

Reviewed: Issue 31
Price: £12.99 92

CM2: **addictive as hell.**

(Above) Conrad squats to poo and is rudely interrupted in *Flashback*.

FLASHBACK

'Dated' is the word that comes to the fore for this little number. Four years ago this 2D platform action game was inches away from being a classic. For its time, the graphics were superb – especially the animation which was creamy smooth. The control system left a little to be desired, but the whole package was extremely polished and well put together. *Flashback* is sure to bring back many fond memories for old gamers and should prove adequate respite for anyone seeking refuge from all the 3D games currently strutting the shelves.

Reviewed: Issue 6
Price: £9.99
89

LINKS 386

Don't let the 386 in the title mislead you, this is really an OK game as far as golf games go. In fact, to many gamers this was *the* golf game of its day. The only thing the young whippersnappers hold over it are better graphics and a few more knobs to twiddle. Although the SVGA graphics are good, they're grainy compared to today's standards. Of course, the game wouldn't be complete without the cack American TV sports commentary, as well as jerky fly-bys, twittering birds and silly trousers (not). Although the interface is easy to use, the golfing challenge may fade all too quickly, especially with only two courses on offer.

Links 386: would you believe it, not a silly pair of trousers in sight.

Reviewed: Issue 7
Price: £12.99
90

UNDER A KILLING MOON

This game first hit the PC back when 'interactive movie' meant 'shit gameplay' and it helped redefine the term for the better as it pushed technology to the limit. You see, it had beautiful graphics, full video, speech and a passable, but contrived, storyline. The adventuring side of things was nothing to write home about, but at least the game was interactive, even if the control system was fiddly in the extreme. It dared put a foot forward at a time when games relied solely on CD-based visuals and little else.

The theory of *Terminal Velocity* deals with two bodies of the same mass travelling towards each other at infinite speed. The game just deals with flying about shooting things.

Nowadays adventures have moved on and graphics have improved immeasurably, so it seems almost cruel to bring Tex Murphy, the game's main character, back out of retirement to face them. However, if you missed this title first time round, probably because it was so expensive, then jump in. Just don't expect to have your breath taken away.

Reviewed: Issue 19
Price: £12.99
90

TERMINAL VELOCITY

Some games are instantly playable, and this 3D space jaunt falls firmly into that category, although it's not exactly original – Microsoft released an almost identical game called *Fury 3* around the same time. It's hardly taxing, all you have to do is point and shoot, but it's great fun in that old-fashioned shoot 'em up kinda way. Flip your ship, skimming over various planetary terrain types and blow everything up. Tanks, spaceships, radar installations, tunnels, whatever. If your brain is as big as a dolly mixture and you don't want to tax it, this game is for you. It's fast, furious and incredibly simple, and it's not bad when played over a network either.

Reviewed: Issue 30
Price: £9.99
80

(Left) Phoebe takes time out from *Friends* to run a newspaper stand. (Above) These aren't the droids you're looking for, move along.

DOES EXACTLY WHAT IT SAYS ON THE BOX.

AVAILABLE ON PC CD ROM

BMG INTERACTIVE

NMS SOFTWARE

PC CD ROM

℗ 1997 NMS Software Ltd. © 1997 BMG Interactive. All rights reserved. Distributed by BMG Interactive. A unit of BMG Entertainment.

Special Reserve
Live @ http://special.reserve.co.uk

Mail Order Sales
01279 600204

It's no wonder more people are switching on to a Special Reserve PC

Internet ready P200 MMX PC's from £999.99 inc VAT, Buy Now Pay Later, Award Winning PC's.
For the most power, best quality components and extreme value see below.

EXTRA £10 OFF

You can now make a small saving if you buy another item at the same time as your PC. It could be a printer, a game, a lead or anything from our catalogue. Deduct £10 from our price of any one item bought at the same time as a Special Reserve PC.

AND, if you take out a loan, you can add the cost of extra items to it.

Office 97 Small Business Edition is only available at the same time as buying your PC. Priced at £179.99, it includes Word 97, Publisher 97, Excel 97, Outlook 97, Autoroute 97 GB and Financial Adviser 97.

NEW BUY NOW PAY LATER

One of our finance options is Buy Now Pay Later with 20% deposit and nothing to pay 6 months, subject to status. In fact you can buy anything from our catalogue this way, providing your total purchase adds up to more than £250.

After the six months payment holiday you can choose whether to pay off the outstandir balance or to commence monthly payments at 29.8% APR. Either way there's no inter at all for the first 6 months. That's 0% APR.

Alternatively you can take out a fixed rate personal loan with 10% deposit and the balance payable over 24 months @ 19.1% APR or over 36 months @17.9% APR when you buy a

MAXX 3DFX PC

SHOWN WITH THE OPTIONAL 17" ADI MONITOR (ADD £270)
FROM £**1699.99** INC VAT **less £10** OFF ANOTHER ITEM
AND BUY NOW PAY LATER INTEREST FREE (SEE LEFT)
OR LOANS FROM 17.9% APR, SUBJECT TO STATUS

SPECIAL RESERVE VALUE FROM £1446.80 EX VAT

3DFX
MAXX POWER

The Special Reserve MAXX 3Dfx and MAXX 3Dfx.net

MAXX, AS THE NAME SUGGESTS, IS A FLAGSHIP AMONG COMPUTERS. MASSIVE HARD DRIVE, HIGHEST SPEED, BEST SOUND, LATEST SOFTWARE, TOP GAMES AND HUGELY POWERFUL 3DFX ACCELERATOR. A TECHNOLOGICAL DREAM MACHINE. P2 P266 MODELS ARE NOW AVAILABLE.

- **Massive 6400 MB** Quantum Stratus Ultra ATA hard drive with transfer rates of up to 32 MB per second (10 ms)
- **Twenty Four x Speed** Toshiba CD ROM drive
- **Sound Blaster 32** PnP 32-bit Creative Labs Wave Table sound card with 10 channel stereo mixer, 128 instruments, 6 drum kits and much more
- **Matrox Mystique 3D MGA 4 MB** PnP wickedly fast 3D Windows and Graphics accelerator. Top graphics card. **4 MB** SGRAM high speed video memory
- **AND Diamond Monster 3Dfx 4 MB** PnP 3D graphics accelerator. For blistering Voodoo, Open GL and Direct 3D performance and resolution. This board enables more complex 3D rendering routines built-in to many new games
- **Gigabyte Intel Triton 4 TX** High performance ATX MMX motherboard with 512k of Pipeline Burst Cache. Pentium 2 motherboard on P2 versions.
- **Intel Pentium P200, P233 or P2 P266 MMX CPU**
- **ADi Provista** 14" 0.28 dot pitch SVGA colour monitor with tilt & swivel stand and 2 year ADI on-site warranty. Optional 15" (add £70) or 17" models (add £270)
- **32 MB SDRAM DIMM** true 64-bit memory for higher speed processing. Expandable to 512 MB
- **Screenbeat Maxim 250 Watt** speakers. Bass, Treble and Surround. Selected for their incredible sound
- **Creative Labs Desk Microphone**
- **Windows 95 keyboard, mouse and mat**
- **All software installed and also on CD** except demo's
- **One year on-site warranty** (2nd year £60)

MAXX 3Dfx Software Pack

- **Windows 95 Release 2**
- **Microsoft Works V4 for Windows 95.** Word Publisher, Spreadsheet & Database
- **Microsoft Encarta 97** best-selling Encyclopedia (UK version)
- **Three Dorling Kindersley CD's.**
  DK The Way Things Work 2, DK Encyclopedia of Science 2
  DK Encyclopedia of Nature 2
- **Kai's Power Goo, Matrox MPEG Video Software Suite**
- **Creative Labs Sound Suite**
- **Moto Racer, Disney Toy Story, Championship Manager 2, Formula 1 (Psygnosis), EF2000, Descent 2, Hyperblade and Mechwarrior 2** (most of these games are enhanced for 3D)
- **Special Reserve BIG 40 Games Pack** listed under ZZAP PC.

Additional Features of the Internet-ready MAXX 3Dfx.net

- **Diamond Supra Express 56K Voice/Fax/Modem**
- **30 hours, 3 months FREE internet connection**
- **Trio Software** Answers your telephone, takes messages and sends and receives faxes

FOXX AND FOXX.NET PC

SHOWN WITH THE OPTIONAL 15" ADI MONITOR (ADD £70)
FROM £**1399.99** INC VAT **less £10** OFF ANOTHER ITEM
AND BUY NOW PAY LATER INTEREST FREE (SEE LEFT)
OR LOANS FROM 17.9% APR, SUBJECT TO STATUS

SPECIAL RESERVE VALUE FROM £1191.48 EX VAT

17.9% APR

3D
GRAPHICS POWER

The Special Reserve FOXX PC and FOXX.net PC

THE FOXX IS VERY HARD TO BEAT. THE HUGE HARD DRIVE, FAST CD ROM DRIVE AND 4 MB, 3D GRAPHICS SPEED ARE COMPLIMENTED BY A WEALTH OF INFORMATION WITHIN MICROSOFT REFERENCE CD'S PLUS A COMPREHENSIVE VARIETY OF FAMILY SOFTWARE AND MASSES OF GAMES.

- **3200 MB** Quantum Stratus Ultra ATA hard drive with transfer rates of up to 32 MB per second (10 ms)
- **Sixteen x Speed** Creative Labs CD ROM drive
- **Sound Blaster 16** Vibra sound card. Genuine Creative Labs
- **Matrox Mystique 3D MGA 4 MB** PnP wickedly fast 3D Windows and Graphics accelerator. Top graphics card. **4 MB** SGRAM high speed video memory
- **Gigabyte Intel Triton 4 TX** High performance MMX motherboard with 512k of Pipeline Burst Cache
- **Intel Pentium P200 or P233 MMX CPU** with silent fan.
- **ADi Provista** 14" 0.28 dot pitch SVGA colour monitor with tilt & swivel stand and 2 year ADI on-site warranty. Optional 15" (add £70) or 17" models (add £270)
- **32 MB Fast EDO RAM** expandable to 512 MB
- **Labtec LCS 600** speakers
- **Creative Labs Desk Microphone**
- **Windows 95 keyboard, mouse and mat**
- **All software installed and also on CD** except demo's

FOXX Software Pack

- **Windows 95 Release 2**
- **Microsoft Works V4 for Windows 95.** Word Publisher, Spreadsheet & Database
- **Seven Microsoft CD's.**
  Encarta 96 best-selling Encyclopedia (UK version)
  Autoroute Express, Microsoft Wine Guide, Explorapedia, Creative Writer, Fine Artist, Microsoft Golf 2 Multimedia
- **Kai's Power Goo, Matrox MPEG Video Software Suite**
- **Creative Labs Sound Suite**
- **Moto Racer, Disney Toy Story, Championship Manager 2 and Star Trek - The Next Generation**
- **Special Reserve BIG 40 Games Pack** listed under ZZAP PC.

Additional Features of the Internet-ready FOXX.net PC

- **Diamond Supra Express 56K Voice/Fax/Modem.** The latest high speed modem ready for future transmission rates of up to 115,200 BPS. With speakerphone, answerphone, fax broadcasting, phone book, remote access, voicemail, e-mail and more
- **30 hours, 3 months FREE internet connection** via Compuserve, AOL and Line One
- **Trio Software** Answers your telephone, takes messages and sends and receives faxes

Ask about a free gift when you join for a year or more

ZZAP.NET P200 MMX PC

SHOWN WITH THE STANDARD HIGH-QUALITY 14" ADI MONITOR
£**999.99** INC VAT **less £10** OFF ANY ONE OTHER ITEM
AND BUY NOW PAY LATER INTEREST FREE (SEE LEFT)
OR LOANS FROM 17.9% APR, SUBJECT TO STATUS

SPECIAL RESERVE VALUE £851.06 EX VAT

17.9% APR

3D
GRAPHICS POWER

The Special Reserve ZZAP.net PC

HAND-BUILT IN THE UK FROM LEADING BRAND COMPONENTS, THE ZZAP OFFERS RAW POWER AND AN ABUNDANCE OF FREE GAMES SOFTWARE, PLUS WORKS, ENCARTA AND DICTIONARY OF THE LIVING WORLD. THERE'S EVEN A BUILT-IN MODEM AND THREE MONTHS FREE INTERNET TIME. WE SINCERELY BELIEVE THAT YOU CAN'T BUY A BETTER PC FOR UNDER £1000.

- **1200 MB** Quantum Big Foot Mode 4 hard drive
- **Eight x Speed** Creative Labs IDE CD ROM drive
- **Sound Blaster 16** Vibra sound card. Genuine Creative Labs and fully compatible
- **Phone Blaster 28.8 Voice/Fax/Modem.** A quality high-speed Creative Labs Fax/Modem built-in to the Sound Blaster 16 Card.
- **Diamond Stealth 3D 2000** 3D Windows and Graphics accelerator fitted with a full **4 MB** of graphics RAM. DirectX3, Direct3D and Video CD compatible.
- **Gigabyte Intel Triton 3 VX** High performance MMX motherboard with 512k of Pipeline Burst Cache
- **Intel Pentium P200 MMX CPU** with silent fan. (MMX gives substantial speed increase)
- **ADi Provista** 14" 0.28 dot pitch SVGA colour monitor with tilt & swivel stand and 2 year ADI on-site warranty. Optional 15" (add £70) or 17" models (add £270)
- **16 MB Fast EDO RAM** expandable to 512 MB
- **Creative Labs** Stereo speakers
- **Windows 95 keyboard, mouse and mat**
- **All software installed and also on CD** except demo's

ZZAP.net Software Pack

- **Windows 95 Release 2** Microsoft's latest system
- **30 hours, 3 months FREE internet connection** via Compuserve, AOL and Line One
- **Microsoft Works V3** A leading integrated suite of applications including a user-friendly Word Publisher (Word Processor + graphics), Spreadsheet and Database
- **Microsoft Encarta 96** Best Selling Encyclopedia
- **Dictionary of the Living World CD**
- **Diamond Video Software Suite and Creative Labs Sound Suite**
- **Supervoice Software** Answers your telephone, takes messages, forwards calls, alerts your pager, sends and receives faxes.
- **Actua Soccer**
- **Special Reserve BIG 40 Games Pack containing** Settlers 2, Archimedean Dynasty, Transport Tycoon, Railroad Tycoon, UFO Enemy Unknown, Civilization, Formula 1 Grand Prix, Master of Orion, Sensible Golf, Zone Raiders, Archer Maclean's Pool, B17, Dogfight, F117A, Subwar 2050, Starlord, Machiavelli, F15 III, Manic Karts, Lure of the Temptress, Iron Assault, Goal, Hokum KA50, Hand of Fate, Conspiracy, Gunship, Jack Nicklaus Golf, Mig 29, Silent Service 2, Team Yankee, Championship Manager, F19 Stealth Fighter, Ishar, Campaign, Grand Prix Masters and playable episodes of **Carmageddon, Tomb Raider, Duke Nukem 3D, Quake, Nascar, Formula 1 Grand Prix 2 & Swiv 3D**

Special Reserv PC Support

At Special Reserve we tak after sales support serious

- **Total Satisfaction Guarantee** or ALL your money back
- **One year on-site warranty** (optional second year is £60)
- **01279 600208 Internet Help Desk** for connection problems
- **01279 600206 Warranty Help Desk** for other problems

All Special Reserve club shop have PC Upgrade and Repai Facilities. We can fit almost ar item for just £10

Special Reserve's EXPERT TEAM are available on 01279 6002 for your special needs

Our technicians can discuss your requiremer and supply a built-to-order PC or volume ord at very special prices. For example a single P2 tower from as little as £500 + VAT.

ESTABLISHED IN 1986, SPECIAL RESERVE IS THE MARKET LEADER MAIL ORDER HOME COMPUTING.

WE GUARANTEE YOUR TOTAL SATISFACTION OR YOUR MONEY BA WE'LL EVEN COLLECT YOUR PC FROM YOU DOOR FREE OF CHARGE IF YOU ARE NOT TOTA SATISFIED WITH IT.

OUR NATIONWIDE TEAM OF MOBILE TECHNICIA WILL LOOK AFTER YOU

PC PLUS SAID

"THERE IS NOTHING WE HAVE SEEN IN THE PA YEAR TO TOUCH THE SPECIAL RESERVE PC AND THEY GAVE US THEIR GOLD AWARD

OTHER PRESS COMMENTS AND AWARDS ARE LISTED ON PAGES 62 AND 63 OF THE CLUB M

	INTEL PENTIUM MHz CPU SPEED	EDO RAM SIMMS	EX VAT PRICE	INC VAT PRICE	10% DEPOSIT	36 MONTHLY PAYMENTS OF	APR%	TOTAL PAYABLE
ZZAP.net	PENTIUM P200 MMX	16 MB	851.06	**999.99**	99.99	31.89	17.9%	1248.03
FOXX	PENTIUM P200 MMX	32 MB	1191.48	**1399.99**	139.99	44.65	17.9%	1747.39
FOXX	PENTIUM P233 MMX	32 MB	1276.59	**1499.99**	149.99	47.84	17.9%	1872.23
FOXX.net	PENTIUM P200 MMX	32 MB	1276.59	**1499.99**	149.99	47.84	17.9%	1872.23
FOXX.net	PENTIUM P233 MMX	32 MB	1361.69	**1599.99**	159.99	51.03	17.9%	1997.07
		SDRAM DIMMS						
MAXX 3Dfx	PENTIUM P200 MMX	32 MB	1446.80	**1699.99**	169.99	54.22	17.9%	2121.91
MAXX 3Dfx	PENTIUM P233 MMX	32 MB	1531.91	**1799.99**	179.99	57.41	17.9%	2246.75
MAXX 3Dfx	PENTIUM 2 P266 MMX	32 MB	1829.78	**2149.99**	214.99	68.57	17.9%	2683.51
MAXX 3Dfx.net	P200 MMX	32 MB	1531.91	**1799.99**	179.99	57.41	17.9%	2246.75
MAXX 3Dfx.net	P233 MMX	32 MB	1617.01	**1899.99**	189.99	60.60	17.9%	2371.59
MAXX 3Dfx.net	P2 P266 MMX	32 MB	1914.89	**2249.99**	224.99	71.76	17.9%	2808.35
BIZZ is identical to MAXX but with most software deleted - deduct £150 from the relavent MAXX price								
e.g. BIZZ	PENTIUM P233 MMX	32 MB	1404.25	**1649.99**	164.99	52.63	17.9%	2059.67

Please add £15 carriage if purchasing by mail order. Sales Lines **01279 600204** open 'til 8 pm. We only supply members but Trial Membership is only 50p and there is no obligation to buy. Options, fitting charges and carriage charges specified at the time of ordering can be added into the purchase price for the purpose of finance. All offers are subject to availability and prices and specifications may fluctuate. Personal loans are subject to status. Payment can be made by credit card, cheque or personal loan at 17.9% APR (3 years) or 19.1% APR (2 years) or choose PAY LATER (20% deposit, balance after 6 months, APR 0%, subject to status). Please allow time for clearance. Loans can be arranged on the spot in our club shops.

Special Reserve - open 'til 8 pm

01279 600204

for mail order - or fax 01279 72684

Please ask about OPTIONS such as extra RAM

ORDER BY TELEPHONE OR VISIT ONE OF OUR HUGE CLUB SHOP

BRISTOL AVON
351 GLOUCESTER RD (A38)
1½ MILES UP FROM THE CITY
0117 924 5000

SAWBRIDGEWORTH, HERTS
THE MALTINGS, STATION RD
NEAR THE TRAIN STATION
01279 600399

CHELMSFORD, ESSEX
43 BROOMFIELD RD
NEAR THE BUS STATION
01245 348777

STAPLEFORD, NO
164, DERBY ROAD (B50
2 MILES FROM J25 ON
0115 949 1000

TWO NEW HUGE CLUB SHOPS OPENING SOON

UPMINSTER ESSEX
209-213 ST. MARY'S LANE (B187)
OPPOSITE SOMERFIELD
OPENS 18TH OCTOBER

EGHAM, SURREY
168 HIGH STREET
NEAR TO SOMERFIELD
OPENS 15TH NOVEMBER

Inevitably some products listed may not yet be available. Please phone to check availablity. Prices may change without prior notification. Sent to press 16/09/97 Errors & Ommisions Excluded. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

Over 300,000 people have joined Special Reserve. The biggest games club in the World.

NEW Upminster shop opening October 18th - 206-213, St. Mary's Lane, Upminster, Essex. Fantastic giveaways on the day

Special Reserve
Live @ http://special.reserve.co.uk

NEW

DUNGEON KEEPER	CHAMP MGR 2 97/98	CARMAGEDDON	X-COM APOCALYPSE	C&C RED ALERT	PREMIER MANAGER 97	ALIEN TRILOGY	AMIGA EMULATOR
28.99	17.99	28.99	28.99	28.99	22.99	8.99	15.99

PC CD ROM GAMES

MIN SYSTEM 486DX, SVGA & 8 MB
MB = Min RAM • = NEW xx%= Highest review
MMX = Features enhancements for MMX PC's
(18) = Rated 18, state over 18 when you order

...TH HOUR (18) 73% ... 12.99
...TH LEGION • ... 32.99
...TUA SOCCER CLUB EDITION ... 11.99
...E OF EMPIRE 16MB/PENT • ... 32.99
...R WARRIOR 2 - OVER THE PACIFIC • 22.99
...IEN TRILOGY 79% ... 8.99
...NDRETTI RACING • ... 27.99
...RCHIMEDEAN DYNASTY 94% AND
...TTLERS 2 92% TWIN PACK ... 19.99
...SCENDANCY 93% ... 8.99
...SSASSIN 2015 WIN95 ... 19.99
...TTLE SPITE • ... 25.99
...TTLECRUISER 3000AD ... 14.99
...TTLEGROUND - WATERLOO PRELUDE • 28.99
...ITISH OPEN CHAMPIONSHIP GOLF • 26.99
...OKEN SWORD 90% ... 8.99
...OKEN SWORD 2 16MB/PENT ... 27.99
...UGGY • ... 28.99
...RMAGEDDON (15) 88% ... 28.99
...GEDDON DATA CD - SPLAT PACK • ... 14.99
...RT PRECISION RACING 16MB/PENT • 32.99

CHAMP MANAGER 2 COMPILATION 2
...PANISH, DUTCH & BELGIUM LEAGUES 8.99

...AMPIONSHIP MANAGER 2 97/98 ... 17.99
...AMPIONSHIP MANAGER ALL STARS 27.99
...AOS ISLAND WIN9516MB/PENT • ... 26.99
...VIL WAR 2 • ... 23.99
...VILIZATION 2 96% ... 18.99
...OMMAND & CONQUER: RED ALERT ... 28.99
...D ALERT DATA CD'S
...TERMATH ... 12.99
...OUNTERSTRIKE 87% ... 12.99
...ONSTRUCTOR (H2H-N) 92% ... 28.99
...EATURES 94% ... 10.99
...OOM • ... 27.99
...RK FORCES 95% ... 12.99
...RK FORCES 2 - JEDI KNIGHT 16MB 26.99
...ADLOCK: SHRINE WARS • ... 28.99
...EATHMATCH MAKER QUAKE EDITOR • 14.99
...ESTRUCTION DERBY 2 86% ... 19.99
...ABLO PENT 93% ... 28.99
...EHARD TRILOGY 93% ... 28.99
...SCWORLD 2 85% ... 17.99
...SCWORLD 96% ... 15.99
...OOM 2 86% ... 12.99
...UKE NUKEM 3D (18) 93% ... 10.99
...UKE IT OUT IN D.C DATA DISK ... 16.99
...UKE NUKEM DATA CD & T SHIRT ... 16.99
...UNE 2 - BATTLE FOR ARRAKIS 84% ... 9.99
...UNGEON KEEPER 96% ... 28.99
...A CRICKET 96 • ... 11.99
...ASTERN FRONT • ... 26.99
...LDER SCROLLS: DAGGERFALL 89% 11.99
...XTREME ASSAULT PENT/MMX/16MB 21.99

F22 - ADF 16MB/PENT • ... 29.99
FALLEN HAVEN 77% ... 20.99
FIFA - ROAD TO THE WORLD CUP • ... 28.99
FIFA SOCCER 97 86% ... 27.99
FIFA SOCCER MANAGER 82% ... 27.99
FIFA SOCCER MANAGER DATA CD • ... 17.99
FIGHTER SQUADRON • ... 24.99
FIGHTERS ANTHOLOGY • ... 30.99
FIGHTING CHESS • ... 22.99
FIGHTING FORCE • ... 34.99
FISHERMANS PARADISE • ... 11.99
FLIGHT OF THE AMAZON QUEEN 81% ... 8.99
FLYING CORP GOLD • ... 19.99

FORMULA 1 DOUBLE PACK
FORMULA 1 GRAND PRIX 2 AND
FORMULA 1 GRAND PRIX MANAGER 2 28.99

FORMULA 1 PENT/16MB 90%
The PC version of Psygnosis' official FIA PlayStation game. Requires Direct 3D card with 4MB graphics RAM such as Mystique, Stealth 3D, 3D Blaster or higher. Optimised for rendition verite chip set ... 34.99
FORMULA 1 GRAND PRIX 2 95% ... 18.99
F1GP DATA CD - TOP SPEED • ... 14.99
FORSAKEN 16MB/PENT • ... 29.99
FRAGILE ALLIGIANCE 91% ... 12.99
FULL THROTTLE 92% ... 12.99
G-NOME ... 9.99
G-POLICE 16MB/PENT
Requires Direct 3D card with 4MB graphics RAM such as Mystique, Stealth 3D, 3D Blaster or higher • ... 34.99
GLAPAGOS • ... 28.99
HEAVY GEAR • ... 24.99

HELP! COMPILATION
DUNE 2, PRINCE OF PERSIA, PUSH OVER, PRO TENNIS TOUR, PINBALL DREAMS, HUMANS, F1 RACING, LEADERBOARD GOLF, SUPER VGA HARRIER, SHERLOCK HOLMES & JACK IN THE DARK ... 10.99

HEXEN 2 PENT ... 28.99
HEXPLORE • ... 26.99
HOLIDAY ISLAND • ... 28.99
I WAR • ... 28.99
IMPERIUM GALACTICA 90% ... 28.99
INTERNATIONAL TOURING CARS • ... 26.99
INTERSTATE 77 • ... 24.99
JACK NICKLAUS 98 • ... 28.99
JOHN MADDEN NFL 98 • ... 31.99
JOINT STRIKE FIGHTER • ... 29.99
JONAH LOMU RUGBY 80% ... 18.99
KRUSH KILL 'N' DESTROY 91% ... 24.99
KRUSH KILL 'N' DESTROY + DATA CD • 24.99
KRUSH KILL 'N' DESTROY DATA CD • ... 14.99
LIBERATION DAY • ... 26.99
LITTLE BIG ADVENTURE 2 90% ... 28.99
LONGBOW 2 • ... 27.99
LORDS OF THE REALM 2 81% ... 29.99
MAGESLAYER • ... 28.99

MAGIC THE GATHERING
- SPELLS OF THE ANCIENT • ... 28.99
MASTER OF ORION 2 92% ... 28.99
MATCHDAY 3 • ... 26.99
MECHWARRIOR 2- MERCENARIES ... 24.99
MICRO MACHINES 2 SE ... 10.99
MONKEY ISLAND 3 16MB ... 28.99
MOTO RACER 82% ... 28.99
MS FLIGHT SIM 98 94% 16MB/PENT • ... 39.99
NBA HANGTIME • ... 27.99
NEED FOR SPEED 2 SE • ... 27.99
NET STORM • ... 24.99
NHL BREAKAWAY 98 • ... 25.99
NHL ICE HOCKEY 98 • ... 31.99
NUCLEAR STRIKE • ... 27.99
OUTLAWS 83% ... 28.99
OVERBOARD 16MB/PENT
Requires Direct 3D card with 4MB graphics RAM such as Mystique, Stealth 3D, 3D Blaster or higher • ... 34.99
PAX IMPERIA: EMINENT DOMAIN • ... 21.99
PERFECT FLIGHT: GREAT BRITAIN REQUIRES MS FLIGHT SIM 6, 7 OR 8 • 21.99
PERFECT GRAND PRIX
- F1GP2 DATA DISK SV ... 12.99
PERFECT GRAND PRIX: TRACK PACK REQUIRES F1GP 1 OR 2 • ... 16.99

PERFECT STRATEGY
BATTLE ISLE 2, THE PATRICIAN, TITANS LEGACY ... 9.99

PGA TOUR PRO 3D • ... 28.99
PILGRIM • ... 25.99

PINBALL POWER PACK
PINBALL DREAMS 1 & 2, FANTASIES, ILLUSIONS, MANIA ... 14.99

POLICE QUEST COLLECTION 1 TO 5 ... 20.99
POPULOUS - THE THIRD COMING • ... 28.99
PREMIER MANAGER 97 83% ... 22.99
PUMA WORLD FOOTBALL 98 • ... 32.99
QUAKE PENT 95% ... 12.99
QUAKE 2 • ... 28.99
QUAKE EXPANSION PACK VOL 1
SCOURGE OF AMARGON 90% ... 12.99
QUARTERBACK CLUB 98 • ... 23.99
QUEEN - THE EYE • ... 28.99
QUEST FOR GLORY 5: DRAGON FIRE • 27.99
RAC RALLY CHAMPIONSHIP 94% ... 17.99
RAC RALLY DATA DISK - X MILES ... 11.99
REBEL ASSAULT 2 90% ... 13.99
RESIDENT EVIL 16MB/SV/PENT ... 24.99
RIPPER (18) ... 12.99
SAM & MAX HIT THE ROAD 93% ... 10.99
SCREAMER 90% ... 8.99
SCREAMER RALLY • ... 19.99
SECRET OF MONKEY ISLAND 1 & 2 ... 12.99
SENSIBLE WORLD OF SOCCER 85% ... 8.99
SETTLERS 2 92% AND ARCHIMEDEAN DYNASTY 94% TWIN PACK ... 20.99
SETTLERS 2 DATA DISK - THE MISSIONS 9.99

SHADOW MASTER 16MB/PENT
Requires Direct 3D card with 4MB graphics RAM such as Mystique, Stealth 3D, 3D Blaster or higher • ... 34.99
SIERRA SPORTS: SKI RACING • ... 26.99
SONIC 3D • ... 22.99
SPACE HULK - VOTBA 90% ... 12.99
SPEED DEMONS ... 10.99
STAR GUNNER • ... 10.99
STAR TREK - BORG WIN95 ... 22.99
STAR TREK - TNG 94% ... 11.99
STAR TREK GENERATIONS 16MB/PENT 28.99
STELLAR COMBAT: MISSION PACK • ... 11.99
SYNDICATE WARS 92% ... 28.99
TEST DRIVE 4 • ... 28.99
THE DIG 87% ... 11.99
THE GOLF PRO • ... 26.99
THEME HOSPITAL 91% ... 28.99
THEME PARK 95% ... 12.99
TOMB RAIDER PENT/8MB/SV 95% ... 27.99
TOONSTRUCK 93% ... 8.99

TOP 20 COLLECTION
Civilization, Grand Prix, Master of Orion, Sensible Golf, Lands of Lore, Archer Maclean's Pool, B17, Dogfight, F117A, Subwar 2050, Starlord, Machiavelli, F15III, Dune, Lure of the Temptress, Iron Assault, Goal, Hokum KA50, Hands of Fate, Conspiracy ... 28.99

TOTAL ANNIHILATION • ... 28.99
TRANSPORT TYCOON + EDITOR 90% ... 10.99
TUROK - DINOSAUR HUNTER16MB/PENT • 29.99
TWIN PACK
- RYDER CUP & ARCHER MCLEAN'S POOL 2.99
UEFA • ... 26.99
UEFA CHAMPIONS LEAGUE SOCCER WITH FREE EURO 96 GOALS VIDEO ... 18.99
ULTIMATE DOOM 90% ... 11.99
VIRTUA FIGHTER 2 • ... 27.99
VIRTUAL POOL 91% ... 10.99
WAR OF THE WORLDS • ... 26.99
WARCRAFT 2 DELUXE 82% ... 29.99
WING COMMANDER PROPHECY • ... 28.99
WORMS 2 • ... 28.99
X-COM - APOCALYPSE 95% ... 28.99
X-COM - TERROR FROM THE DEEP ... 10.99
X-FIGHTERS • ... 27.99
X-FILES: UNRESTRICTED ACCESS • ... 28.99
X-WING VS TIE FIGHTER 95% ... 28.99

CD ROM NON-GAMES

AMIGA EMULATOR ... 15.99
FIRST AID 97 WIN95 ... 30.99
KLIK & PLAY ENHANCED ... 18.99
IBM SIMPLY SPEAKING ... 48.99
MS ENCARTA 97 ... 39.99
SPECTRUM CD 96 ... 15.49

WE HAVE SEVEN PAGES CRAMMED WITH PC CD ROM AND MULTIMEDIA IN OUR FULL COLOUR MAGAZINE. CALL 01279 600204 FOR ALL YOUR NEEDS

BUY NOW PAY LATER

One of our finance options is Buy Now Pay Later with 20% deposit and nothing to pay for 6 months, subject to status. In fact you can buy anything from our catalogue this way, providing your total purchase adds up to more than £250.

After the six months payment holiday you can choose whether to pay off the outstanding balance or to commence monthly payments at 29.8% APR. Either way there's no interest at all for the first 6 months. That's 0% APR.

Alternatively you can take out a fixed rate personal loan with 10% deposit and the balance payable over 24 months @ 19.1% APR or over 36 months @17.9% APR. Personal loans are only available when you buy a PC.

SPECIAL RESERVE MEMBERSHIP GIVES YOU 10 ISSUES OF THE SPECIAL RESERVE CLUB MAGAZINE
Our 48 page full colour magazine, with news, reviews and thousands of products

AND ALL OF THIS FREE ONLY FROM Special Reserve
Live @ http://special.reserve.co.uk

Buy any one item from our entire catalogue at the same time as joining for a year (£6.00) or more and we'll give you

TOTAL SATISFACTION GUARANTEED OR ALL YOUR MONEY BACK
We'll even collect larger items from your door free of charge if you are not satisfied

A FREE COPY OF EDGE MAGAZINE AND THE SPECIAL RESERVE BOOK OF 2001 CHEATS

AND choose one of the fantastic gifts below absolutely free.

EIGHT GAMES FREE FOR PC CD
DESERT STRIKE, JUNGLE STRIKE, ACTUA SOCCER SEMI-FINAL EDITION, NORMALITY INC PLAYABLE DEMO, ZOOL 2, LOTUS 3, TOYOTA CELICA GT RALLY AND TEAM SUZUKI

OR SEVEN GAMES FREE FOR PC CD
CIVILIZATION, LEMMINGS, SENSIBLE SOCCER, ELITE, ELITE 2 FRONTIER, JIMMY WHITE'S SNOOKER AND ZOOL

OTHER OFFERS ARE AVAILABLE. OVERSEAS MEMBERS PLEASE ADD £2 POSTAGE

POWER IS CHEAP & EASY BUY A RAM UPGRADE

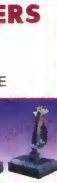
DOWN FROM JUST £16.99

Amazingly these prices include VAT and delivery
All our PC RAM upgrades are 32 BIT, 72 pin SIMM's, non parity with a 70 Ns access time. They are suitable for most 486 and Pentium PC's. All Pentium PC's require RAM in pairs. RAM SIMM's are surprisingly easy to fit. We can fit RAM bought from us for just £10 including VAT at any of our shops. (RAM prices may fluctuate. Please refer to your motherboard manual before ordering).

VAT & DELIVERY INCLUDED	SINGLE	MATCHED PAIR	PACK OF FOUR
4 MB 72 PIN SIMM	17.99	34.99	67.99
8 MB 72 PIN SIMM	29.99	57.99	111.99
16 MB 72 PIN SIMM	58.99	113.99	219.99

The EDO RAM SIMM's below are as the standard 72 pin SIMM's but with Extended Data Out channel for improved performance when fitted to recent PC's. EDO RAM is not suitable for 286, 386 or 486 machines. Check your motherboard manual prior to purchase.

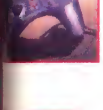
4 MB EDO 72 PIN SIMM	16.99	32.99	63.99
8 MB EDO 72 PIN SIMM	28.99	55.99	107.99
16 MB EDO 72 PIN SIMM	57.99	111.99	215.99
32 MB EDO 72 PIN SIMM	139.99	271.99	527.99



GAME CONTROLLERS

DESTINY STEERING WHEEL & FOOT PEDALS ... 69.99
TRUE ANALOGUE PROGRESSIVE STEERING, ACCELERATOR AND BRAKE

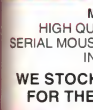
SAITEK X36 FLIGHTSTICK & THROTTLE ... 84.99
ROTARY CONTROLS, 14 DIGITAL INPUTS, 3 8-WAY HAT SWITCHES, SERIAL MOUSE CONTROL. SUPERB WINDOWS PROGRAMMING



POWER PAD PRO JOYPAD ... 19.99
ANALOGUE JOYSTICK AND DIGITAL JOYPAD. ERGONOMIC DESIGN, 9 FIRE BUTTONS, AUTOFIRE, TURBOFIRE, THROTTLE CONTROL AND AUTO CENTRING

QUICKSHOT 201 SUPER WARRIOR 5 JOYSTICK ... 16.99
ANALOGUE AND AUTOFIRE

MICE



ALFA OPTICAL MOUSE ... 25.99
350-3500 VARIABLE DPI, NO MOVING PARTS. AN EXTREMELY SMOOTH AND RELIABLE MOUSE

MICROSOFT HOME MOUSE ... 21.99
HIGH QUALITY 2 BUTTON MICROSWITCHED SERIAL MOUSE (9 PIN). INCLUDES MICROSOFT'S INTELLIPOINT CONTROL SOFTWARE

WE STOCK OVER 40 CONTROLLERS FOR THE PC - CALL 01279 600204

CD ROM DRIVES

All prices include VAT and delivery

CREATIVE INFRA2400 16 SPEED CD ROM 89.99
16 SPEED WITH REMOTE CONTROL, ENCARTA 97 AND ACTUA SOCCER ON CD

CREATIVE 6 SPEED CD ROM ... 49.99
CREATIVE 8 SPEED CD ROM ... 59.99
TOSHIBA 24 SPEED CD ROM ... 89.99

GRAPHICS CARDS

MATROX MYSTIQUE WITH THREE GAMES
INCLUDES MECHWARRIOR 2, SCORCHED PLANET AND MONSTER TRUCKS.

MATROX MYSTIQUE 3D 2MB PLUS 3 GAMES ... 89.99
MATROX MYSTIQUE 3D 4MB PLUS 3 GAMES ... 119.99
2 MB GRAPHICS RAM UPGRADE FOR 2MB MATROX MYSTIQUE 3D ... 39.99
APOCALYPSE POWER VR 3D ... 139.99

3Dfx NOW ONLY 139.99
ORCHID RIGHTEOUS 4 MB 3D ... 139.99
FEATURES 3DFX VOODOO CHIPSET

SOUND CARDS

Sound BLASTER **SOUND BLASTER 16 VIBRA** 39.99
CREATIVE LABS PHONE BLASTER VOICE INT 28.8 ... 79.99
COMBINED 16 BIT SOUND BLASTER AND 28.8 FAX/MODEM + SPEAKERS & MICROPHONE
SOUND BLASTER 32 + ENCARTA 97 ... 79.99
INCLUDES ENCARTA 97 CD ROM
SOUND BLASTER AWE32 ... 89.99
SOUND BLASTER AWE64 VALUE ... 99.99
SOUND BLASTER AWE64 GOLD ... 159.99

FAX/MODEMS

ALL OUR FAX/ MODEM COME WITH THE SPECIAL RESERVE INTERNET STARTER PACK INCLUDING 30 HOURS/3 MONTHS ON-LINE

	inc VAT
CREATIVE LABS PHONE BLASTER VOICE INT 28.8	79.99
INTERNAL 33.6 FAX/MODEM	61.99
US ROBOTICS SPORTSTER INTERNAL WINMODEM 33.6	97.99
US ROBOTICS SPORTSTER VI 33.6	129.99

PLEASE STATE INTERNAL OR EXTERNAL

INKJET PRINTERS

All prices include VAT and delivery

	inc VAT
CANON BJC 240 COLOUR	129.99
CANON BJC 4200 COLOUR	174.99
CANON BJC 620 COLOUR	249.99
EPSON STYLUS 200 COLOUR	139.99
EPSON STYLUS 400 WITH PRINT ARTIST 3	189.99
EPSON STYLUS 600 WITH PRINT ARTIST 3	249.99
HEWLETT PACKARD DESKJET 400C	139.99
HEWLETT PACKARD DESKJET 690C	189.99

WE STOCK A COMPLETE RANGE OF GENUINE MANUFACTURERS INK CARTRIDGES AND PRINTER RIBBONS

HARD DRIVES

	inc VAT
MAXTOR DIAMOND MAX 2.5 GB	149.99
MAXTOR DIAMOND MAX 4 GB	199.99
QUANTUM FIREBALL BIG FOOT 1.25 GB	99.99
QUANTUM FIREBALL BIG FOOT 2.1 GB	119.99
QUANTUM FIREBALL TEMPEST 2.1 GB	139.99
QUANTUM FIREBALL TEMPEST 3.2 GB	169.99
QUANTUM FIREBALL STRATOS 4.3 GB	209.99
WESTERN DIGITAL 2 GB	149.99
WESTERN DIGITAL 4 GB	219.99

INTEL CPU UPGRADES

PENTIUM P100 MHz INTEL CPU CHIP ... 79.99
PENTIUM P120 MHz INTEL CPU CHIP ... 89.99
PENTIUM P133 MHz INTEL CPU CHIP ... 99.99
PENTIUM P200 MHz INTEL CPU CHIP 149.99

PENTIUM P166 MMX INTEL CPU CHIP 149.99
PENTIUM P200 MMX INTEL CPU CHIP 229.99

PENTIUM II ALSO AVAILABLE

MMX MOTHERBOARDS

	inc VAT
GIGABYTE 'VX' PENTIUM TRITON 2 MMX MOTHERBOARD FOR PC	99.99

MMX COMPATIBLE, WITH INTEL 430HX CHIP SET AND 512K PIPELINE CACHE RAM INSTALLED (NO CPU)

GIGABYTE 'TX' PENTIUM TRITON 3 MMX MOTHERBOARD FOR PC	109.99

MMX COMPATIBLE WITH INTEL 430VX TRITON 3 CHIPSET AND 512K PIPELINE CACHE RAM (NO CPU)

Special Reserve 01279 600204

OR FAX YOUR ORDER ON 01279 726842 - WE'LL FAX BACK TO CONFIRM
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

We only supply members but you can order as you join

Trial Membership only 50p
Trial Members receive one issue of the club magazine. Valid for one order.

Annual Membership (UK) £6.00
ANNUAL MEMBERSHIP FEES UK £6.00 EC £9.00 WORLD £12.00
Members receive ten issues of the colour club magazine per year, a free copy of EDGE, Book of 1001 Cheats and a choice of FREE gift when you buy any item as you join. There is no obligation to buy anything.
All prices include VAT and carriage to MOST UK mainland addresses.

(BLOCK CAPITALS please) PC ZONE
Name & Address _____
_____
_____
Postcode _____ Phone No _____ Machine _____
Enter membership number (if applicable) or NEW MEMBERSHIP FEE (ANNUAL UK £6.00)
item _____
item _____
item _____
For **OPTIONAL** first class post add 50p per item
For **OPTIONAL** fast delivery on hardware add £3.00
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £
CREDIT CARD EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO _____)
OVERSEAS SURCHARGE £2.00 PER ITEM - CREDIT CARD ONLY

Cheques payable to
Special Reserve at PO Box 847, Harlow, CM21 9PH
We are mainly mail order but we also have
Five impressive Special Reserve Shops

BRISTOL AVON 351 GLOUCESTER RD (A38) 1½ MILES FROM THE CENTRE, NEAR KWIK SAVE 0117 924 5000
CHELMSFORD, ESSEX 43 BROOMFIELD RD NEAR THE BUS STATION 01245 348777
SAWBRIDGEWORTH, HERTS THE MALTINGS STATION ROAD, NEAR THE TRAIN STATION 01279 600399
STAPLEFORD, NOTTINGHAM 164 DERBY RD 2 MILES FROM J25 OF M1, NEXT TO KWIK FIT 0115 949 1000
UPMINSTER, ESSEX 209-213 ST. MARY'S LANE OPPOSITE SOMERFIELD SUPERMARKET OPENS OCTOBER 18TH
ALL OUR SHOPS HAVE FULL PC REPAIR AND UPGRADE FACILITIES
WE FIT ALMOST ANY ITEM BOUGHT FOR £10
SOME ITEMS BOUGHT IN THE SHOPS CARRY A £1 SURCHARGE ON THE MAIL ORDER PRICES

Inevitably some products listed may not yet be available. Please phone to check availability. Prices may change without prior notification. SAVE = Saving off full recommended price. Sent to press 16.9.97 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG

PlayStation from £129.99 Call sales to find out how you can save £10 off any other product as you buy a PlayStation or Nintendo 64 **Nintendo 64 from £144.99**

Come and visit the new Special Reserve club shops in Stapleford, Nottingham and Upminster, Essex

Tech ZONE

3Dfx go to war with NEC and Sega

The much publicised fall-out between Sega and 3Dfx has come to a head with the announcement that 3D supremos 3Dfx are to take the Japanese giants to court.

After much speculation, it has finally been confirmed that 3Dfx and Sega have parted company under less than amicable circumstances. Sega had originally planned to use a new version of the Voodoo chip in their next console – and had even signed a contract to that effect with 3Dfx. Sega recently pulled out of the deal for reasons unknown, although sources say Sega won't be citing the quality of the 3Dfx technology as the basis for their decision. Rumours are rife that Sega are using NEC's PowerVR technology instead, and select publishers in the US are said to have already received a dev kit for evaluation. To see their arch-rivals pip them to the post on a deal this size is a massive blow to 3Dfx, who are said to be sueing Sega and NEC for a sum said to be in excess of $200m.

3Dfx's Chris Kramer told us Sega are in breach of contract and that 3Dfx will pursue the matter as far as is necessary. He also said the company has a new card in development which will be ready for retail at the beginning of next year. The card will be backwards-compatible with current 3Dfx games and will show a dramatic increase in performance, particularly as far as frame-rate is concerned. Expect a full report on this card in a future issue of *Zone*, probably around Christmas time.

Chris Anderson

PowerVR have won the battle to power Sega's successor to the Saturn

Joystick and gamepad update

Ask any games player what gives them that extra edge and they'll probably say it's all down to their favourite joystick. The line-up of joysticks and gamepads here represents the best of the bunch as far as we're concerned (well, it represents what we could find lying around the office...).

Thrustmaster X-Fighter

This is one of those joysticks that looks like the developer stuck his head into the cockpit of a fighter and decided to replicate what he saw. Windows 95 directly supports Thrustmaster joysticks, so you won't have to spend ages setting the thing up. Check out the joystick's properties in the control panel; there are five buttons in total, including the programmable 'hat' switch (programming will depend on whether the game you're playing supports calibration of the hat). You're strongly advised to configure the buttons to your preference, otherwise the game will control the functionality of the buttons.

Verdict: Good budget stick.
Price: £39.99
Contact: Thrustmaster Europe
Phone: 01276 609955
70

Microsoft Sidewinder Precision Pro

Microsoft have developed a new digital-optical technology that requires fewer moving parts. The Precision Pro also dispenses with tiresome recalibration after a frantic session, while the digital-optical 'camera' eliminates error and drift. Eight buttons are available, including hat switch, throttle wheel and trigger. Microsoft's Sidewinder device driver (don't lose these disks!) allows you to program stick movements as well as doubling your button functions with the shift key.

Verdict: Great all-rounder at a reasonable price.
Price: £59.99
Contact: Microsoft Connection
Phone: 0345 00200
90

CH Combat Stick

CH apparently modelled the joystick on the one used in a F-16 Falcon jet. Sleek it ain't, but it's certainly built to last. The combat stick has 14 buttons, including two hat switches. The drawback however is that these switches cannot be programmed if the game you're using doesn't have Combat Stick support. Considerate to the end though, CH have bundled a copy of EA's *ATF* so you can give the joystick a trial run with a fully compatible game. DOS calibration software and Windows 95 drivers are supplied as standard.

Verdict: A bit pricey, but it is built to last.
Price: £99 RRP
Contact: CH Products Europe
Phone: 01844 345406
75

Saitek X36

It's one of the most expensive, but it does come with a throttle to offer an enormous amount of control. The combination of joystick and throttle provides 19 buttons, triggers and switches, all of which can be configured by the Windows and DOS software. Each custom game configuration is stored in a command file, although compared to some programmable joysticks it's a bit complex as you have to load and edit each command file. 'Switch of the month' surely must go to the missile launcher button. With hazard warning stripes and a flip-over cover, you feel as if you're about to launch the real thing.

Verdict: A must for the serious armchair pilot.
Price: £99.99
Contact: Saitek
Phone: 01454 8555050
85

Thrustmaster Phazer Pad

Although the Phazer Pad looks like a cross between a PlayStation and Nintendo controller, it lacks the build quality of its similar peers. There are two extra fire triggers that can be used for digital or analogue control (ie the throttle), but they do have a tendency to get in the way at times.

Thrustmaster have included a throttle wheel which is located rather awkwardly on the side by the start buttons. The triggers benefit from the optical technology, which is a bit pointless to be honest. In its favour though, the Phazer Pad can be programmed via Windows 95 and DOS software, and you also get a decent selection of compatible games that will get you up and rolling.

Verdict: Not a bad price for a programmable pad, but the triggers aren't very responsive.
Price: £29.99
Contact: Thrustmaster Europe
Phone: 01276 609955
55

Alfa Data – Alfa Bat Plus

This well-made gamepad offers a comfortable grip and easy to use buttons. A fiddley 'ministick' can be added with suckers which can be adapted to those games requiring a joystick, although it's probably best to use... a joystick. A four-mode switch gives you A&B turbo or auto fire – in fact, there's a switch to make everything turbo mad. It lacks programmable features, but it's easy to install and use.

Verdict: Versatile pad, good value for money too.
Price: £15
Contact: Golden Image
Phone: 0181 900 9291
80

Microsoft Side Winder Game Pad

This follows the blueprint of the game console control pads, with eight buttons and the usual eight-way cross keypad and two triggers. It's very well put together and will see you through many long hours of gameplay.

Verdict: Comfortable, responsive and made to last.
Price: £39.99
Contact: Microsoft Connection
Phone: 0345 00200
85

CH Products Game Pad

Like all the CH products in this test, what this gamepad lacks in looks, it gains in simplicity and durability. Boasting a three-year warranty, the boys at CH reckon it can handle years of gameplay. And because there's no need to load drivers and configure buttons, it's ideal for the casual player.

Verdict: Not the most sophisticated pad on test, but it does the job.
Price: £22.95
Contact: CH Products Europe
Phone: 01844 345406
65

Ch Products Force FX Vs Microsoft Force Feedback Pro

THESE ARE THE BIG DADDIES OF JOYSTICKS – AND YOU'RE GOING to need a lot of space for them. The Feedback Pro's sculpted design resembles a kitchen appliance and by the sound it makes, it would probably double up as a fairly decent blender, too. Unlike the Microsoft stick, which slots straight into your joystick port, you have to plug the CH into a serial port as well.

However, the Force FX seems slightly more responsive. In the buttons and switches department, the Feedback Pro's extra throttle gives it the edge, but the main drawback is that both need a power adaptor. Of course, you can use them without the power, but what would be the point? The Force FX demo software is fun to play with and shows you how effective the motor control can be.

Microsoft supply the Direct-X 5.0 drivers that control the Feedback Pro, a short demonstration of the effects, as well as a demo version of *MDK* that works with the Feedback Pro. Microsoft has opted for an independent system to control the Feedback Pro, whereas the Force FX uses Immersion Corporation's I- Force system which is becoming increasingly popular with games developers. Please note that this comparative review is based on the build quality and demo software of both sticks, so keep an eye on *Tech Zone* for an update on games support for them both.

Microsoft Force Feedback Pro

Verdict: Good performance as you'd expect from a Microsoft stick. It's a bit pricey but then we don't know how much the CH stick's going to be yet.
Price: £129.99
Contact: Microsoft Connection
Phone: 0345 002200
79

Ch Products Force FX

Verdict: Good stick, nice demo, but doesn't come with any games. Maybe the retail version will rectify this.
Price: To be announced.
Contact: CH Products Europe
Phone: 01844 345406
79

WILL YOURS BE A WATERY GRAVE?

Deep under the sea a terrible battle is taking place. From your submarine your mission is to bring peace to these troubled waters. In Sub Culture you'll experience a stunningly accurate underwater world with real time 3D graphics, night and day special effects and amazing sea creatures with their own AI. Can you turn the tide of war?

SUB CULTURE

Criterion Studios

Ubi Soft ENTERTAINMENT

Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX • Tel: 0181 944 9000 • Fax: 0181 944 9400 • e-mail: general@ubisoft.co.uk • http://www.ubisoft.co.uk

PIPEX DIAL 90

Dialing...

Connecting...

Connected

Disconnecting...

Disconnected

ZONE On-Line

Multiplay is not enough

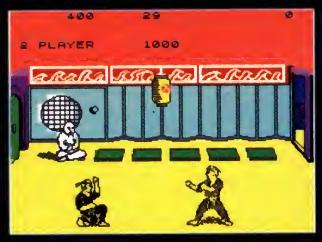
"Ooh, look there's some new bloke where Macca used to be. He may be ugly, but at least he talks some sense."

LIKE MY PREDECESSOR DAVID MCCANDLESS, I TOO have fond memories of the good old bad old days of gaming – those hours spent fighting it out head-to-head in *Barbarian II*, or how fabulous and multi-faceted *Gauntlet* used to be – it is a subject we both have a passion for and are quite capable of boring people to tears over, so I'll get straight to the point. Multiplayer games of the past were a bit dodgy – simple concepts, simple gameplay – but we loved them because we didn't know any better. These days though, we do know better, and should expect more from what is supposed to be the 'cutting edge' of on-line gaming than much of what we're getting at the moment. It simply isn't enough to say your game is 'massively multiplayer' and expect everyone to like it.

Take this month's *Stratagem* piece: when we first saw the game it looked promising – lag free, decent graphics... could've been a winner. We get hold of a finished copy of the game and what do we find? Only that old chestnut: crap AI. Crap AI? In a multiplayer game? Surely not? If basic gameplay elements are fundamentally flawed, it's just not going to work – regardless of multiplayer prowess. So, software companies, at least get the basic gameplay elements right before thrusting your warz upon us, yeah?

If you like the idea of sitting in a darkened room playing poker over the Internet all night, you will no doubt find much of interest over the following few pages. Me? I'm off down the pub for skinful and a fight. Bye!

Paul Mallinson



Exploding Fist: over ten years old and still fun multiplayer.

FROM THE FRONT

OUR REGULAR PERSONAL REPORT FROM THE ON LINE GAMING FRONTIER

STRATAGEM

"Top-down multi-player Internet strategy game," we said. "Your breath smells," replied Jamie Cunningham, nostrils twitching. So we hit him.

Looking and playing like the mongrel son of *Warlords* and *Warcraft*, *Stratagem* is E-On's latest addition to the E-On gamesroom, and allows up to 32 players to log on and slug it out simultaneously. It's described as a "semi-real-time" game, which means it has two stages. The first, Command, is where you select one or more of your dudes and instruct them to perform actions; the second, Replay, is where the action takes place.

The Command stage

Having elected to be either human (smarter) or gobgoyle (stronger), your units can be assembled into various types of formation, told to move, hold position or recruit peasants, cast magic or kill something. If you've played *Command & Conquer* or *Red Alert* (let's face it, every strategy fan has), you'll pick *Stratagem* up in a jiffy.

If you want to move a unit, click on it and then click on the destination; a line will appear, showing the path he'll take. If you don't like it, you can plan your own trail by dropping a series of waypoints. So if you want to tiptoe round an ▶

Bash peasants over the head for instant conscripts. Kill their sheep if they refuse.

(Above) Creating a game is easy and enables you to block any inexperienced players from joining in. (Left) While the King gets stuck in, your archers rain death from above.

enemy base or make a tortuous exploration through uncharted territory, you can. You can also select multiple units and create formations which move and attack as one.

The Replay stage

However, nothing goes to plan. Soldiers in formation never respond the way you expect, but make spontaneous detours to avoid objects or even other units in their own group. They shuffle about and march in disorderly circles, often spending the turn in a state of confusion. And unluckily for you, the game won't permit user intervention during Replay, so you're forced to sit on your hands, stare at the screen and howl. And it seemed so promising...

Wizards and necromancers are useful chaps, healing your injured troops or hitting your enemy in the face with lethal magic stuff.

The supremely frustrating area is combat. Troops that have orders to attack will stop and do nothing if their target moves out of view. If they do engage the enemy, whole battalions will stand and stare while one plucky fellow gets stuck in by himself. And formations that have orders to go somewhere will do so without hesitation, even if it means stepping on the shoes of an enemy army. Loyal, yes; rational, no.

The trouble lies with the artificial intelligence engine and the semi-real-time setting. For example, in Command stage, you asked one of your scouts to wander through an unexplored area of the map. In Replay, you see an enemy legion emerge out of the gloom as he waddles on his way. But you can't collar the mad fool, tell him to about-face and leg it – you can only watch as he strides to his death. In essence, your troops are all one tree short of a hammock, which doesn't cut the mustard in a game where they're on their own half the time.

There's a handful of other niggles too. Importantly, after you minimise it, it's one of those blasted DirectX games that refuses to restore itself properly. It also incessantly locks Windows solid.

If E-On can iron these problems, *Stratagem* would be hugely improved. Until that time, it promises far more than it delivers, and you're not going to get a lot of mileage from it.

Product details

Game: Stratagem
Version: 1.03
Publisher: E-On
Max no of players: 32 per battle
Server: UK
Price: £1 per month limited offer
Website: www.e-on.co.uk

DIARY OF A LONELY MAN

A warning, should you feel inclined to sign up with E-On and give *Stratagem* a bash: the server is less than busy. It's hard to find three opponents, let alone 30. You could well find yourself all on your jones, just like me.

Wednesday
Install game. Log on to server. Sit around for a bit. Wonder where everyone is.

Thursday
Log on to server. No one there. Am I doing something wrong? Read the on-line help topics.

Friday
Log on to server. People! Hundreds of them! Only kidding. Log on to server. Bugger.

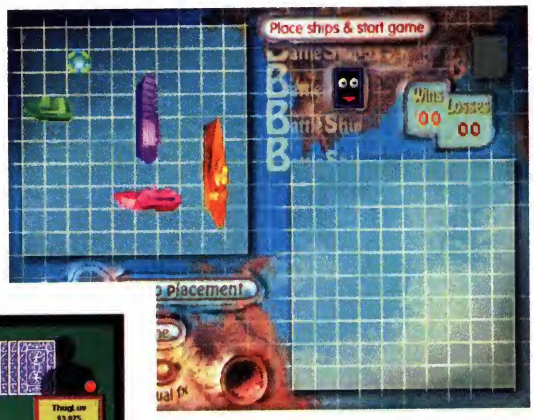
Saturday
Log on to server. Hello? Wash car. Log on to server. Nobody. Start to worry.

Sunday
Log on to server. Anybody? Please? Log on as guest and ask myself how the hell I'm going to write this review. Panic.

Monday
Get phone bill. Keel over.

Gambling on the Internet *

The great thing about internet gambling dens is that you don't need to buy an ill-fitting DJ to visit them. Not that that stopped Paul 'Penguin' Presley.



*for fun, of course

When Sierra started making their games Internet-compatible, they could have just left the punters to their own devices and divorced themselves from the worlds of IP addresses, server names and lag times. Instead they developed *Sierra's Internet Gaming System* (*SIGS* to you and I), a simple-to-use and effective piece of software that lets their games play in the information highway without letting data juggernauts run them over.

To promote the software (which comes free with most multiplayer Sierra games), they have made two of their popular gambling games available for free, *Hoyle's Internet Poker* and *Hoyle's Internet Blackjack* (downloadable from their website at www.sierra.com). Download the software, set up your account (free registration, takes about five minutes, swamps your e-mail address with spam) and log in.

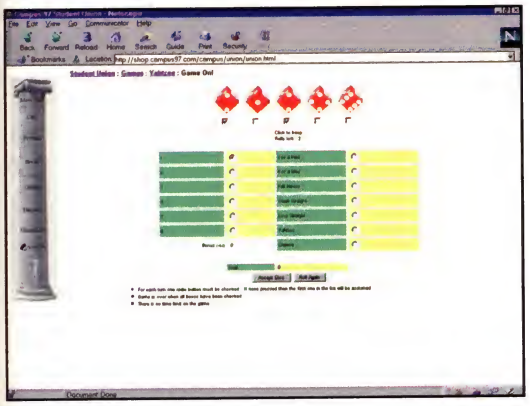
There you enter a communal chat area from where you can set up a new game room or join an existing one filled with people with names like GamblGrl, MrHades and Roger6898934. The games are simple enough to use, suffer from almost no lag whatsoever (occasional freezes are encountered) and, thanks to the on-screen chat, have a very friendly and communal spirit.

(Above) What this game needs is carpet bombing. (Left) The thing about playing on-line is that you don't need a poker face. Or any face at all come to that.

Twist, twist, twist, bust

Of the two, *Poker* is far and away the best, simply because of the nature of the game. *Blackjack* works well enough, but it just doesn't have the pulling power that drawing an ace to an outside straight has. The one downside is that you can't keep an account of your cash unless you shell out for the retail version of the product. With the free demo all you can do is take your current winnings from table to table then throw them all away on one final hand before you quit for the night.

There are other games of course, all running via one Java-scripted program or another. Naturally they aren't nearly as detailed as *Hoyle's*, but then you wouldn't expect them to be.



(Above) The only school in the world where gambling is allowed, not to mention aided and encouraged!

Best amongst these are the on-line versions of *Yahtzee* and *Roulette* to be found at www.campus97.com, a sort of on-line college that tries to foster a thriving on-line, er, campus with discussion areas and hangouts. The two games are both nicely presented and simple enough to get to grips with, and offer a constant high-score table to let you see how badly you're doing compared to everyone else.

Helloooo? Anyone there?

What Campus doesn't offer though, is any kind of real-time communication between players. That's where talk.excite.com steps in and offers salvation. By day, Excite is an on-line Internet news and search engine. By night it's a thriving metropolis of chat and games. The chat software is quite unique in that rather than having rooms to hang about in, you use actual web pages instead. Anyone connected to the same page as you and running the software can chat while they browse, giving the Internet a much more crowded feel than normal. The games areas offer a full range of classics such as *Battleships, Yahtzee, Chess, Checkers* and *Backgammon*. The only annoyance is that all opponents seem to be American and don't like you sinking their battleship. They get even more upset when you yell things like, "Friendly Fire!" at them.

There are plenty of others as well but they all share one thing in common. Being Java-scripted they are restricted in scope. Dedicated software such as Sierra's will always be superior both in technical and presentation terms. In the regular world of games, I've started to lose some of the respect for Sierra that I once had. Recent titles haven't been all that they could be and other companies are starting to set new standards that Roberta and co. just can't seem to match. On-line however, Sierra and their *SIGS* are making life a joy. In fact it's almost too easy. It even runs without any problems over a firewall. They must be up to something.

On-Line News & Gossip

The page with its finger on the pulse of on-line gaming.

Marketing of games matures

RECENT REPORTS SHOW THAT THE ON-LINE GAMES market in the UK is attracting larger investments. E-Pub, the company behind web-based trivia quiz *Cosmos Conundrum*, recently received a £3 million endorsement (from undisclosed backers) – one of the many signs of the market's maturity.

Games are now regarded as tools for building traffic, and sponsors are always able to reach a precisely profiled audience. E-Pub's games are free and involve cash prizes, encouraging play and keeping both the punters and the investors happy.

Cosmos Conundrum is at **http://www.uk.oasisgames.com.**

One of the games attracting investor's money.

3DO thinks big

THE 3DO COMPANY RECENTLY REVEALED PLANS FOR long-term commitment to on-line gaming, including fresh titles, better distribution and new pricing.

Two new *Meridien 59* releases are planned, together with *Might & Magic On-line*. The imminent *M59 Revelation* will increase the size of the world by half and *M59 Renaissance*, due next year, represents an overhaul of the *Meridien* environment. *Might & Magic On-line*, due in 18 months, will feature new Internet technologies.

3DO is at **http://www.3do.com**.

Do the DWANGO

ON-LINERS WILL SOON GET A CHANCE TO SEE WHAT DWANGO IS all about when the company powers up its first UK server. Launching in London, DWANGO bypasses the Internet and uses a system of dial-up servers with dedicated lines. The company says that it will initially provide developers and enthusiasts with unlimited complimentary access to test the server and the system.

Next year, DWANGO will launch its commercial system and, together with setting up other servers around the world, will be well on the way to its goal of creating the "global gaming village".

DWANGO is at **http://www.dwango.com**.

Lord British brutally murdered

Lord British and co. prior to the event, unaware of the horrible fiery fate awaiting him.

THE WORLD OF ON-LINE gaming was rocked to its foundations last month when the ruler of Britannia, Lord British (aka Origin's Richard Garriot) was brutally murdered by the renegade villain known as Rainz.

Lord British had been touring his on-line community recently, *Ultima Online*, giving speeches to the thousands of players from various locales.

Rainz had been making quite a murderous name for himself and has been held responsible for almost 100 player deaths on-line to date. Going for his most ambitious target to date, Rainz (along with an accomplice) attended the speech, stole a firewall scroll from a nearby warrior and cast the spell onto the bridge where Lord British and his entourage were standing.

Lord British instantly crumpled to the ground and in the ensuing chaos that followed, Rainz slipped away. Lord British's aide, Lord Blackthorn appeared to panic and unleashed several large fire demons into the crowd, resulting in the mass slaughter of almost thirty citizens.

In an interview with an on-line US magazine, the player known as Rainz explained his actions as an act against a tyrannical ruler. Origin have responded by banning him from the game, although not for the actual killing, but for exploiting a loophole in the game's system. Origin even went so far as saying, "Kudos to him [Rainz] for not only attempting it [the murder] but actually succeeding. This is the stuff of legend."

(Above) Just after the flame spell was cast. Lord British's corpse is highlighted. Note the horrified reaction from the crowd. (Above right) Lord Blackthorn tries to restore order but Rainz has already left the scene. Carnage ensues.

Wireplay

The games network from BT

OUR CHAOS THEORY: FIRE A BFG IN BATH AND YOU GET CHAOS IN GRIMSBY.

- Challenge gamers across the UK over the Wireplay network.
- Play over 25 titles, including 6-player Red Alert and 8-player Duke Nukem.
- Experience gameplay up to ten times faster than the Internet.
- No subscription charges.
- Call now for your FREE software or download it from our website.

Free*fone* 0800 800 918

www.wireplay.com

Your time on-line costs 2.5p a minute evenings and weekends (5p minimum charge), 6p a minute weekdays.

MULTIPLAY GAMING

SPECIAL PC ZONE FEATURE!

REACHING SIERRA®

Sierra have such a staggering number of new games in the pipeline that we gave Steve Hill a month's supply of sandwiches to keep him going until he'd seen every single one...

SIERRA ON-LINE WAS FORMED IN 1980 BY Ken and Roberta Williams, based in Los Angeles, California, home of roller-skating monks and pneumatically breasted women. Their first title was Mystery House and they went on to establish themselves as pioneers of the adventure genre, being the first company to mix both graphics and text, which may seem a fairly obvious move now, but was considered revolutionary at the time. They rapidly became known for their point and click extravaganzas, with series such as *Leisure Suit Larry*, *Knight's Quest* and *Space Quest* continuing to this day.

Now a division of CUC Software International, the modern Sierra is a very different beast from the family business of the early Eighties, with the combined talents of studios including Papyrus, Dynamix, Impressions and SubLogic, offering an expanse of resources and yielding a variety of very different games. They are still churning out the adventures, although naturally they are barely recognisable from the simplistic affairs of yore, with 'next generation' titles such as Lighthouse and Shivers 2 employing real-time 3D and the *Phantasmagoria* series dabbling with video footage. But Sierra are no longer a one trick pony, their current line-up boasting driving and flight simulators as well as strategy, sport and 3D action games.

A brace of flight sims are in the offing, with *Sierra Pro Pilot* and the long awaited sequel to Red Baron set to liven up a crowded market. The third installment of *EarthSiege* should help to establish the series as one of the leaders of the big mad robot genre, the *Police Quest* series looks set to run and run under its new incarnation as SWAT, and *Half-Life* is a bona fide *Quake* challenger. By constantly improving already established series, as well as releasing innovative titles, Sierra look like maintaining a high profile for some time. Read all about it, using your eyes.

NEW HEIGHTS

(Main) A very scary robot. With guns and everything. Cripes.
(Inset) More scary robots, although the yellow one looks slightly camp.

EARTHSIEGE 3

Ken Embery is the producer of *EarthSiege 3*, which is currently scheduled to be released in February 1998. In his six years at Dynamix he's worked on titles including the *3D Ultra*, *Incredible Machines* and *LodeRunner* series, *Hunter Hunted*, *CyberGladiators*, *Aces Of The Deep* and *Fear*, as well as *Draxon's Revenge* on the 3DO and *Stellar Fire* on the SegaCD.

PC Zone: What differences/improvements should we expect to see between this game and the previous EarthSiege titles?

Ken Embery: There are several, such as a brand new 3D engine we've built from the ground up to give the player an unprecedented visual horizon. There's no distance hazing – you can see buildings over five kilometres away. And then there are blazing frame rates, real shadows, camera lens flares, and – in general – the fastest, best-looking game on the planet.

ES3 will also have full Internet, LAN and modem multi-player support and, unlike previous games it will ship with full multi-player support. In fact, pre-Alpha multi-player versions of *ES3* will be released from the *ES3* Website. We'll start with simple deathmatch games, and update multi-player releases at a later date. We'll also urge players for feedback, rolling as much of it into the game as we can.

The cockpit view and weapons controls are vastly superior if you compare them to previous games, which were true 'tank sims'. The Herc cockpit was a turret which rotated, and the weapons fired in the direction of the turret view. Our research indicated that this perspective proved awkward for many players, in that it could be rotated west while the player's Herc was moving north. *ES3* has a full 3D cockpit that doesn't rotate – your weapons track from side to side depending on what you're looking at. It provides all the functionality of a turret but is much more intuitive, which makes zeroing in on fast flying craft and precision leg strikes a piece of cake.

Our research also showed that players wanted a more involving story – and that's exactly what they're going to get, along with a full novella inside the box, plus instalments of the storyline and background biogs on Hercs posted on our Website. Lastly, we've included loads more vehicles and weapons. *ES3* will have over 40 different vehicle types for the player to control, including flyers, skimmers, battle tanks – vehicle types that none of our competitors provide. In addition, the game will offer more than 50 different kinds of weapons and internal components.

PCZ: Why isn't the game going to be 3D accelerator only?

KE: We wish everyone had an accelerator card, but the reality is that most people don't.

PCZ: Will the single-player game stand up on its own?

KE: Single-player *EarthSiege* is going to be amazing. One of our primary goals was to make the world come alive and make the player feel totally immersed in an ever-evolving universe – and *EarthSiege 3*'s universe actually reacts to what you do (and how well) in each mission. The actions you take will cause economies to strengthen or fall, technologies to be gained or lost, and even social order to decay to be a result. The missions available will reflect the state of the world and the unfolding story.

PCZ: What do you think about on-line gaming?

KE: What can you say? It's cool. No game AI can match the unpredictable strategy and tactics of human players.

PCZ: Is it the future of games, as a slew of misguided pundits would have us believe?

KE: Most industry insiders think it is. Personally, I think there'll be a single-player, retail product market for much longer than many are predicting. It comes down to hardware, bandwidth, time commitment, business model and ease of usage. It's just so much harder and more time-consuming to engage in on-line games, and for many people it just won't be worth the effort. Also, the business model for on-line gaming will have to deliver unlimited product for $30 a month (or less) in order to compete with televised/satellite entertainment – I don't see how developers can provide games that inexpensively. The bottom line is that a lot of people will keep buying retail, single-player product.

PCZ: What's so good about big robots?

KE: Ask Lucas, Spielberg, Schwarzenegger and their fans. There's just something cool, powerful and scary about those huge vicious hunks of metal we call Hercs.

PCZ: Do you envisage an EarthSiege 4?

KE: We're in this for the long-haul. We intend to keep making *EarthSiege* games until the robot combat sim genre dries up and blows away. We intend to keep fighting to become number one in the category, then, once we are, we'll defend our territory like cornered wolverines.

PCZ: Wolverines... ▶

We'll keep making EarthSiege games until the robot combat genre dries up and blows away.

(Above) That thing with the tentacles is blind, but has an acute sense of hearing. Not sure about the bloke on the right.

HALF-LIFE

Gabe Newell is managing director of Valve, a development group located outside Seattle, Washington. In existence for about a year, *Half-Life* is their first game, due in December.

PC Zone: Why's it called Half-Life? Is this half-life as in radioactive decay, or as in semi-existence?

Gabe Newell: Take your pick. We like to leave our options open. Actually, it's intended to be a double-entendre.

PCZ: Are there too many Quake 'em ups around at the moment? Why is this?

GN: It depends on who you ask – 3D action is clearly a very popular genre. Maybe the real problem is that there are too many games that are too much like *Quake*. We're doing everything possible to make *Half-Life* a very different experience for action fans. For instance, they'll still get to blow stuff up and get that adrenaline rush, but the game has a lot more intelligence and complexity then people may be used to. You'll have to think as well as act.

PCZ: What original aspects does Half-Life bring to the genre?

GN: We've made a lot of proprietary technology changes that enhance the realism of the game and make it more exciting. For instance, our monster AI is the best: human (and alien) opponents will work in packs to hunt you down. They'll go to ground and provide cover fire for each other, lob grenades off the ceiling to flush you out from the corner you're crouching in, and run off to get reinforcements. It's also a continuous 'alive' world so, for instance, some aliens will breed when you're not around, so you may be in for a surprise when you return to a given area. We're not sure yet whether the humans will breed.

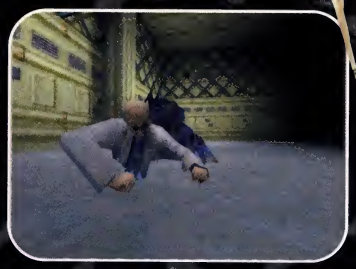
Another example is that the game's got 16-bit colour, which goes up to 24-bit if your PC's equipped with a 3D accelerator card. The result of this is that the world looks very real – it's much brighter and more colourful than a lot of other games, for instance. It's also more varied and has a very detailed storyline, some of which is conveyed to the player through scripted sequences, which are like interactive cinematics: things will be happening to other characters that tip you off to what you should (and shouldn't) do. You can choose to either watch what's happening or interact with the characters. Sometimes, saving someone from being shredded by a monster can be to your advantage, whether it's a clue to a puzzle or something more solid.

Our monster AI is the best: human opponents will work in packs to hunt you down.

There are also a lot of gameplay elements that we wanted to include that we hadn't seen in some of the other action games – animals to ride, vehicles to control, crouching, slippery surfaces, rope swings, weapons which shoot through walls and so on.

PCZ: What are your favourite Quake clones (apart from Half-Life)?

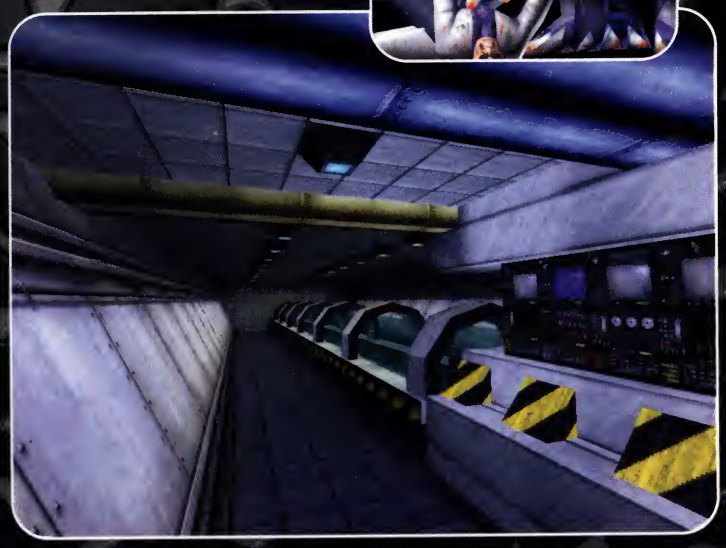
GN: *Quake II* is looking awfully swank. id clone their games better than anyone else. It seems like a lot of the action titles we've seen lately are weak imitations of someone else's game that's already in production for a sequel, so what's the point?



Eight out of ten hideously mutated alien forms said they preferred scientists. Alternatively, the breakdance revival has started early.

(Top left) Some particulary nasty headcrabs, which act a bit like them there facesuckers in that there *Aliens* film.

PCZ: Will it be a predominantly multi-player game or will the single-player option stand up?
GN: Our goal all along has been to make the single-player experience exciting again. So... no more monsters as dumb as a box of rocks. They want to live, even while they want to kill you. We've also built the game around a series of puzzles or problems you need to solve (these are all part of the storyline). One example is a puzzle involving the tentacle monster: it can't see but it has great hearing, so, if you run into its lair with guns blazing you'll be instant oatmeal. On the other hand – if you can learn to get by it with stealth – you can figure out a rather clever way to destroy it. Of course, we'll still have a kick-ass multi-player game for up to 32 players at a time.
PCZ: What about on-line? Is this the future of gaming?
GN: Well, it's something every game designer needs to think about, in the same way that they have to think about AI, rendering, hardware abstractions and so on. Not only will designers have to think about it in terms of multi-player gaming, they'll also have to examine how it impacts the marketing, sales and distribution of the game as well.
PCZ: Will Half-Life rock?
GN: *Half-Life* already rocks. There are several individual features in *Half-Life* that are better than a lot of games you see in the shops.
PCZ: Will it also rule?
GN: Yep. Prince Charles better watch his ass.
PCZ: And on that bombshell...



(Main) Down In The Tube Station At Midnight. Maybe.
(Inset) Oh my God! Oh Jesus Christ!

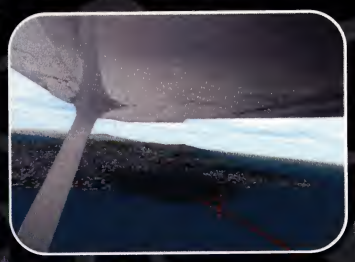
(Top) Interesting. Very intersting!
(Main) This picture was taken by Mrs M Tucher. Using her own ca-me-ra.

SIERRA PRO PILOT

Hey Microsoft, watch your back, there's a new cock in the roost! That's the message Sierra are trying to convey with the pending release of *Sierra Pro Pilot*, a flight simulation that promises to be entertaining to fly as well as educational for the budding pilot yet to earn his wings. *Sierra Pro Pilot* is the brainchild of flight sim designer Mark Pechnick and his team from subLOGIC, the company Sierra acquired in November 1995 (it's since merged with Dynamix who are based in Eugene, Oregon).

The theme from *Fame* memorably boasted, "I'm gonna live forever, I'm gonna learn how to fly." Sierra have yet to master the first part of this nagging refrain, but seem to have come up trumps with the latter, as *Pro Pilot* will – quite literally – teach you how to fly. This will be achieved via a comprehensive library of flight instruction AVIs, a printed custom manual, an extensive on-line manual, as well as right-click pop-up help throughout the game.

The aim is to log enough hours to become eligible for a Pro Pilot certificate – the player will be accompanied by a flight instructor for some of the assignments, who will provide verbal prompts while evaluating your performance, smugly marking his clipboard as you display the aeronautical ability of a crippled penguin. Depending on the certificate you're aiming for, you're required to log hours under a variety of conditions and in a range of aircraft, all of which are accurately modelled. For instance, if an assignment requires a night flight from Los Angeles to San Diego in a multi-engine plane, you'll find yourself in the cockpit of a Beechcraft Baron B58 staring down the centre line of runway 25L at LAX, ready for take-off. Once in the air, the view of southern California will be perfectly replicated, all bar the set of *Baywatch*. *Pro Pilot* will be taking off in November. ▶



(Above) Economy class isn't what it used to be. (Above right) If you're going to San Francisco, don't bother wearing any flowers in your hair. It's really not necessary.

(Above) There go some bombers, no doubt on their way to drop some bombs. (Above right) The Central Line and the Circle Line have had a fight. Many injured.

RED BARON II

More airborne shenanigans are set to erupt on your PC with the release of *Red Baron II*, a sequel which could be termed rather long overdue given that the original was released in 1990 (as far as productivity is concerned it makes even the Stone Roses look busy).

If a week's a long time in football, seven years is one bejesus of a long time in games. Dynamix' original *Red Baron* was indeed a seminal game, introducing many aspects to the genre that are now common place. However, PC gaming was still in its infancy at that point, and as a result *Red Baron II* should be barely recognisable from its predecessor. Billed as a complete revision of the original, Dynamix promise all-new graphics (you'd certainly hope so), enhanced AIs, more nationalities and, of course, a new flight engine which aims to accurately replicate the true feeling of being a WWI pilot.

A great deal of time has been spent on the ground detail, which is based on actual WW1 maps of the Western Front, from the English Channel to Switzerland. Airbases and towns have their own distinguishing features, such as churches that ring their bells when enemy aircraft pass over them, and trains that slowly crawl along their tracks, virtually asking to be shot at.

Each of the planes you'll be flying has the specific limitations of the actual craft from which they're modelled, so various manoeuvres will only be possible in certain aircraft. There'll be a wide variety to choose from though, as the French and Americans have put in an appearance (unlike the first version which featured only Good Old Blighty against the Evil Hun).

There'll be a host of predefined scenarios to try your hand at, and hopefully the replay value will be maintained by a mission builder and random mission generator. Naturally, all manner of multi-player madness will also be included, so prepare for chocks away in November.

If this was a Fokker there would be countless opportunities for really hilarious jokes. But it isn't. Or is it?

POLICE QUEST SWAT 2

Police Quest is one of Sierra's longest running series, the most recent instalment being *SWAT*, which put the player in charge of a special weapons and tactics platoon. This now appears to have spawned a series of its own, with *SWAT 2* set to hit the shelves in October.

The original *SWAT* relied heavily on live action footage which, although visually impressive, inevitably meant limited gameplay. *SWAT 2* represents a complete turnaround in gaming ethos, eschewing the perceived realism of its predecessor in favour of a more open-ended and hopefully more playable game.

With a Windows-based interface, *SWAT 2* now employs a three-quarter perspective, top-down environment with a resizable scrolling field of play. The obvious reference point is *Command & Conquer*, although the scenarios are far more delicate than requiring you to just kill everything on sight.

The 15 missions are as disparate as they are desperate, with the term 'life and death situation' proving more than an idle boast – anyone familiar with the television programme *Cops* will immediately feel at home. Take for instance the charming domestic scene of a despondent father who fights with his wife and wounds her: she runs out of the house, leaving behind their three year old, whom the father then takes hostage. There's also a violent bank robbery (much like the recent one in north Hollywood), with the SWAT team arriving while the robbery is in progress, *Reservoir Dogs*-style.

One of the game's more bizarre scenarios to be faithfully replicated is based on the true story of Rainbow Man, a clearly disturbed man who checks into the Hyatt Hotel next to the airport and takes pot shots at aeroplanes on the runway, all the while listening to pounding heavy metal. A further scenario has the SWAT team called out to a trailer park where they have to negotiate the artificial plants and pink flamingos before taking out a gun-toting hick.

Again produced with the help of police chief Daryl F Gates, *SWAT 2* could well turn out to be a game well worth spending some serious time with.

This is what can happen when you're completely hammered on booze.

(Above) Tragedy strikes trailer park in Buttpoke, Ohio. (Top right) A big chopper. Ha ha ha ha ha ha ha.

INCUBATION

AFRAID OF THE DARK?

YOU WILL BE!

AVAILABLE ON PC CD-ROM OCTOBER 1997

BLUE BYTE SOFTWARE (UK) LTD • 22 BILLING ROAD
NORTHAMPTON NN1 5AT • TEL: 01604 259090 • 07000 BLUEBYTE
www.bluebyte.com/uk/main.htm

Blue Byte

IT'S TURN-BASED! IT'S TACTICAL! IT'S TERRIFYING!

WIN WIN WIN an outrageously expensive PC

VERYONE IN THE PC ZONE OFFICE HAS SEEN *EARTHSIEGE 3* RUNNING under 3Dfx and we all agree it looks fantastic. You lot don't work at PC Zone so you haven't got a clue what it looks like. Which is why Sierra have decided to give away a brand new P200 worth TWO THOUSAND POUNDS.

It's a P200 with 32Mb of ram, a 15 inch monitor, a high-speed video card, a 64-bit sound card, MMX, a 3Dfx card, a motherboard, a case, some screws, several leads, a plug and lots of other stuff besides. All you need to run it is some electricity (sod off we're not supplying that too).

The lucky winner will also get a free copy of *Earthsiege 3* and so will be in a perfect position to show off to their friends when they come round to tea. Five runners-up will also receive a copy of *Earthsiege 3*. To enter this fabuloso competition, simply answer the three questions below correctly and send your entry to the address given at the bottom of the page.

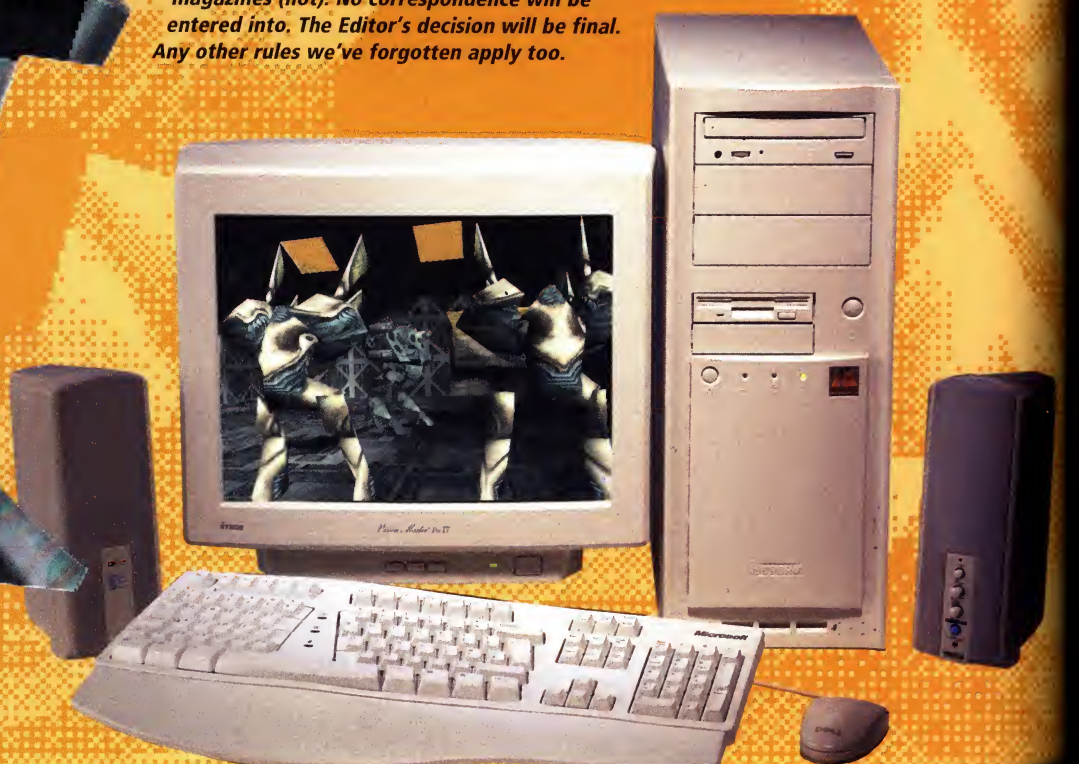
1. ***Earthsiege 3* looks fantastic when running under...**
   a) water b) 3Dfx c) pressure

2. ***Earthsiege 3* is the...**
   a) fourth game in the series b) sixteenth game in the series c) third game in the series

3. ***Earthsiege 3* has lots of...**
   a) big robots b) little robots c) chocolate buttons

Send your entries on a postcard along with your name and address to: Stupidly Expensive PC competition, CPZ711A, Customer Interface, Bradley Pavillions, Bradley Stoke North, Bristol BS12 OBQ.

Rules: All entries to be received by 1 November 1997. One entry per household – repeated entries will be banned, as will anyone who buys rival magazines (not). No correspondence will be entered into. The Editor's decision will be final. Any other rules we've forgotten apply too.



Tired of Just Building Civilisations?

"Imperialism is destined to be one of the biggest hits of the year." – *Ultimate PC*

IMPERIALISM™

YOU CAME, YOU PLAYED, YOU CONQUERED

SSI
A MINDSCAPE® COMPANY

Priority House, Charles Avenue, Maltings Park,
Burgess Hill, West Sussex, RH15 9TQ

Telephone: 01444 246333. Fax: 01444 248996

MINDSCAPE®

IMPERIALISM is a trademark of Strategic Simulations, Inc. ©1997 Strategic Simulations, Inc., a Mindscape Company. All rights reserved.

UK WEBSITE: http://www.mindscapeuk.com

FREE GIFTS WITH EVERY ORDER!!

GAMEPLAY

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

PRICE! CHOI

THESE HAVE MADE U OF COMPUTER SO

CD ROM GAMES

INCLUDES A1 SIZE POSTER - EXCLUSIVE TO GAMEPLAY!! £29.99 | £31.99 | £25.99 | £27.99 | £26.99 | £20.99 | £17.99

LUCAS ARTS ARCHIVES - INDIANA JONES FATE OF ATLANTIS, SAM N MAX, DAY OF THE TENTACLE, REBEL ASSAULT SPECIAL EDITION, STAR WARS SCREEN SAVER PLUS DEMOS OF FULL THROTTLE, DARK FORCES, REBEL ASSAULT 2, THE DIG AND TIE FIGHTER COLLECTORS CD. **ALL THIS FOR JUST £28.99**

20 GIANT GAMES - INCLUDES B-17, DOGFIGHT, F-117A, STARLORD, CIVILISATION, GRAND PRIX, SUBWAR 2050, MASTER OF ORION, F-15 STRIKE EAGLE 3, MACHIAVELLI THE PRINCE, ZONE RAIDERS, SENSIBLE GOLF, LURE OF THE TEMPTRESS, IRON ASSAULT, MANIC KARTS, GOAL, HOKUM KA-50, POOL, HAND OF FATE, CONSPIRACY **£35.99**

3D ULTRA MINI GOLF £13.99
3D ULTRA PINBALL 2 ..... £21.99
4-4-2 ..... £16.99
688I HUNTER KILLER £27.99
7TH LEGION £27.99
9 ..... £21.99
ACTUA GOLF 2 ..... £25.99
ACTUA SOCCER 2 ..... £25.99
AD&D BLOOD & MAGIC £24.99
AGE OF EMPIRES £32.99
AH64-D LONGBOW GOLD £19.99
AMIGA EMULATOR CD (+100s OF AMIGA GAMES) £14.99
ANIMAL £25.99
APACHE LONGBOW & HIND DOUBLE PACK £14.99
ARCHIMEDEAN DYNASTY £16.99
AREA 51 ..... £17.99
ARMOURED FIST 2.0 (WIN '95) £28.99
ATLANTIS £27.99
ATOMIC BOMBERMAN £21.99

£19.99

BATTLEGROUND
BATTLEGROUND ARDENNES £19.99
BATTLEGROUND ANTIETAM £24.99
BATTLEGROUND BULL RUN £25.99
BATTLEGROUND GETTYSBURG £24.99
BATTLEGROUND NAPOLEON £25.99
BATTLEGROUND SHILOH £19.99
BATTLEGROUND WATERLOO £19.99

AWARD WINNERS 1 - SCREAMER, ACTUA SOCCER, PRO PINBALL THE WEB & STAR TREK TNG £23.99
BACK TO BAGHDAD £22.99
BAKU BAKU ANIMAL £17.99
BARBIE'S FASHION DESIGNER £29.99
BATTLECRUISER 3000AD £17.99
BATTLES OF ALEXANDER £25.99
BEASTS & BUMPKINS £27.99
BEAVIS & BUTTHEAD SERIES ..... EACH £ 9.99
BEDLAM £19.99
BETRAYAL 2 ..... £25.99
BIRTHRIGHT £28.99
BLOOD £26.99
BOARD GAME CLASSICS £12.99
BRIDGE MASTER CLASSIC WITH OMAR SHARIF £31.99
BROKEN SWORD 2 ..... £27.99
BUST A MOVE 2 ..... £16.99
CAPITALISM PLUS £25.99
CARMAGEDDON £25.99
CHAMPIONSHIP MANAGER '96/'97 + GERMANY '95!! £12.99
CHAMPIONSHIP MANAGER '97/'98 ..... £16.99
CHAMPIONSHIP MANAGER FOREIGN LEAGUES FRA, GER, ITALY .. £9.99
CHESSMASTER 5500 ..... £26.99
CIVILISATION 2 ..... £17.99
CIVILISATION 2 DATA DISK: CONFLICTS IN CIVILISATION £7.99
CLANDESTINY £16.99
CLUEDO £29.99
COMMANCHE 3.0 (NOVALOGIC) £27.99

COMMAND & CONQUER £12.99
COMMAND & CONQUER RED ALERT £27.99
PERFECT ALERT - 100 LEVELS FOR RED ALERT £9.99
QUENCH: 1000 EXTRA LEVELS FOR RED ALERT £11.99
COUNTERSTRIKE - OFFICIAL RED ALERT DATA DISK £12.99
AFTERMATH - OFFICIAL RED ALERT DATA DISK £12.99
COVERT OPERATIONS - OFFICIAL C&C DATA DISK £11.99
COMMAND & CRAFT - DATA DISK FOR C&C & WARCRAFT 2 £11.99

CONQUEST EARTH £26.99
CONSTRUCTOR £27.99
COUNTERACTION £22.99
COVER GIRL STRIP POKER £11.99
CREATURES £12.99
CRUSADER NO REGRET £19.99
CYBERJUDAS £14.99

2 FREE GIFTS

WITH EVERY ORDER
EVERY TIME YOU PLACE AN ORDER YOU MAY CHOOSE A PIECE OF SOFTWARE FROM OUR FREE GIFT LIST OF SOFTWARE AND ACCESSORIES. THERE IS A LIMIT OF ONE FREE GIFT PER WEEK BUT NO MINIMUM ORDER VALUE TO QUALIFY. SECONDLY, YOU WILL ALSO RECEIVE OUR LATEST CATALOGUE PACKED WITH MORE OFFERS! *PLEASE REMEMBER TO ASK FOR YOUR FREE SOFTWARE WHEN ORDERING!*

CYBERSTORM £9.99
D1000 - 1000 EXTRA LEVELS FOR DOOM & DOOM 2 ..... £11.99
DARK COLONY £24.99
DARK FORCES 2: JEDI KNIGHTS £27.99
DARK REIGN £27.99
DARKLIGHT CONFLICT £29.99
DAYTONA USA £23.99
DEADLY GAMES - JAGGED ALLIANCE 2 ..... £14.99
DEADLY TIDE £18.99
DEATH RALLY £12.99
DESCENT 2 ..... £14.99
DESTRUCTION DERBY 2 ..... £17.99
DIABLO £26.99
DIABLO: THE GREEN PORTAL TOOLKIT & CHEAT PACK £16.99
DIE HARD TRILOGY £27.99
DISCWORLD £13.99
DISCWORLD 2 ..... £17.99
DOOM 2 (WIN '95) + FREE D MATCH £13.99
DOOM 2 & ULTIMATE DOOM & 3000 EXTRA LEVELS £16.99
DUKE NUKEM 3D £10.99
DUKE NUKEM 3D & PLUTONIUM KIT £19.99
DUKE NUKEM PLUTONIUM KIT (ADD-ON LEVELS) £16.99
DUNGEON KEEPER £27.99
EA CRICKET '97 ..... £24.99
EARTHSIEGE 2 ..... £12.99
ESSENTIAL COMPILATION VOL 1 - F1, FIFA, PGA 486 ..... £12.99
EURO '96 ..... £15.99
EXCALIBUR £25.99
EXHUMED £21.99
EXTREME ASSAULT £21.99
F16 FIGHTING FALCON £25.99
F22 LIGHTNING 2 ..... £22.99
FA-18 HORNET £25.99
FABLE £19.99
FATAL RACING £14.99
FEEBLE FILES £25.99
FIFA -ROAD TO THE WORLD CUP '98 ..... £28.99
FIFA SOCCER '97 ..... £17.99
FIFA SOCCER MANAGER £26.99
FIGHTERS ANTHOLOGY £27.99
FIGHTING FORCE £27.99
FLYING CORPS £21.99

YOUR COMPUTER PETS!
DOGZ & CATZ LIVE ON YOUR COMPUTER'S DESKTOP WHERE THEY CAN EAT, SLEEP, PLAY GAMES AND RUN AROUND. BORN AS PUPPIES AND KITTENS THEY DEVELOP A UNIQUE LOOK AND PERSONALITY EACH £13.99

FORGOTTEN REALMS AD&D ARCHIVE - EYE OF THE BEHOLDER 1, 2 & 3, MENZOBERRANZAN, DUNGEON HACK + 7 OTHERS **£25.99**
FORMULA 1 (PSYGNOSIS) WIN '95 & D3D/3DFX £31.99
FORMULA KARTS £25.99
FRAGILE ALLEGIANCE £14.99
FX FIGHTER £7.99
GABRIEL KNIGHT 2: THE BEAST WITHIN £12.99
GENDER WARS £24.99
GENE WARS £15.99
G-NOME £14.99
GLORIANA £30.99
GOOSEBUMPS £32.99
GOOSEBUMPS - ATTACK OF THE MUTANT £25.99
GRAND PRIX 2 ..... £18.99
GRAND PRIX 2 + GRAND PRIX MANAGER 2 ..... £29.99
PERFECT GRAND PRIX - EXTRA CHEATS & EDITORS FOR GP2 £11.99
GRAND PRIX MANAGER 2 ..... £12.99
GT RACING £19.99
GUTS N GARTERS £21.99
HARDCORE 4X4 ..... £24.99
HARDWAR £24.99
HARVEST OF SOULS £25.99
HELL-CORPS £16.99
HEROES OF MIGHT & MAGIC 2 ..... £26.99
HEROES OF MIGHT & MAGIC 2 DATA DISK £14.99
HEXEN 2 ..... £27.99

MICROSOFT FLIGHT SIM '98 *NEW* £38.99
MICROSOFT SOUTHERN CALIFORNIA DATA DISK £23.99
MICROSOFT FLIGHT SIM 5.1 & NEW YORK + PARIS £37.99
SCENERY DISK 6.0 - ENGLAND & WALES £17.99
SCENERY DISK 5.1 - BRITISH ISLES 1 & 2, CHINA ..... EACH £19.99
SCENERY DISK 5.1 - EUROPE 1 ..... £29.99
SCENERY DISK 5.1 - LAS VEGAS/CANADA ..... EACH £12.99
FLIGHT SIM 5.1 TOWER £39.99
FLIGHT SIM 5.1 SCENERY & OBJECT DESIGNER £36.99
FLIGHT SHOP V2 - NOW FOR FS5.1 & FS6 ..... £35.99
FLIGHT SIM FSFX V2 - CONTAINS EXTRA PLANES, SCENERY, SOUNDS ETC FOR FS5.1 & FS6 ..... £28.99
BOEING/BUSINESS JETS/AIRBUS/GREAT AIRLINES ..... EACH £19.99
PERFECT FLIGHT 2 ROUND THE WORLD DISK FOR MS FS 5.1 & 6 £21.99
FLYING CLASSICS FOR FS6 - FLY SOME OF THE MOST SIGNIFICANT AIRCRAFT OF THE 20TH CENTURY FROM A SOPWITH CAMEL TO CONCORDE **£18.99**

iF22 RAPTOR £26.99
iM1A2 ABRAMS £26.99
IMPERIUM GALACTICA £26.99
INDEPENDENCE DAY £24.99
INTERNATIONAL RUGBY LEAGUE £29.99
INTERSTATE 76 ..... £27.99
JACK NICKLAUS 4 ..... £26.99
JETFIGHTER 3 ..... £19.99
JONAH LOMU RUGBY £19.99
JURASSIC PARK 2: LOST WORLDS £16.99
KINGS QUEST COLL 1-6 ..... £15.99
KKND £22.99
LEISURE SUIT LARRY 7 ..... £27.99
LEMMINGS 1 & 2 ..... £12.99
LEMMINGS PAINTBALL + OH NO MORE LEMMINGS + LEMMINGS £12.99
LIGHTHOUSE £19.99
LINKS LS '98 ..... £27.99
LINKS 386/LS COURSES PER PAIR KING FOR DETAILS £8.99
LINKS COURSE LIBRARIES VOLS 1,2,3 - CALL FOR DETAILS £16.99
LINKS LS COURSES: VALDERAMA/OAKLAND/DAVIS LOVE .. EACH £16.99
LITTLE BIG ADVENTURE 2 ..... £27.99
LORDS OF THE REALM 2 ..... £24.99
LORDS OF THE REALM 2 DATA DISK £9.99
LUCAS ARCHIVES VOL 2 - TIE FIGHTER COLLECTOR'S CD, DARK FORCES, REBEL ASSAULT 2, MAKING MAGIC **£39.99**
MACHINE HUNTER £23.99
MAGIC THE GATHERING (MICROPROSE) £21.99
MAGIC THE GATHERING & SPELLS OF ANCIENTS DATA DISK £29.99
MANX TT ..... £LOWEST
MARBLE DROP £9.99
MASTERS OF ORION 2 ..... £24.99
MDK £18.99
MECH WARRIOR 2 & EXPANSION PACK £25.99
MEGAPAK 7 - INCLUDES ROAD RASH, EARTHWORM JIM, CAESAR 2, HEROES OF MIGHT & MAGIC, CYBERSTORM, CREATURE SHOCK, A10 TANK CUBA, GENE WARS & 3D ULTRA PINBALL 2 ..... **£29.99**
MEGARACE 2 ..... £21.99
MICRO MACHINES 3 ..... £25.99
MICROSOFT GOLF V3 ..... £13.99
MICROSOFT RETURN OF ARCADE - PACMAN, POLE POSITION, DIG DUG AND GALAXIAN!! (WIN '95 ONLY) **£17.99**
MONOPOLY £31.99
MONSTER TRUCKS £29.99
MONTY PYTHON & THE HOLY GRAIL £17.99
MORTAL KOMBAT 3 ..... £12.99

£21.99 | £19.99 | £17.99

MOTO RACER £27.99
MYST (INCLUDES DEMO OF RIVEN) £17.99
NASCAR 2 ..... £19.99
NBA LIVE '97 ..... £16.99
NEED FOR SPEED 2 ..... £27.99
NETWORK Q RALLY £17.99
NETWORK Q RALLY + X MILES DATA DISK £22.99
NFL MADDEN '97 ..... £16.99
NHL HOCKEY '97 ..... £16.99

£12.99

QUAKE £12.99
AFTERSHOCK TOOLKIT £17.99
QUAKE TOOLKIT £12.99
Q! ZONE £12.99
SCOURGE OF ARMAGON £19.99
SHRAK! £14.99
DISSOLUTION OF ETERNITY £19.99

NHL HOCKEY '98 ..... £28.99
NITRO RACERS £16.99
OASIS INTERACTIVE/U2 INTERACTIVE ..... EACH £22.99
ODDBALLZ £13.99
ODDWORLD: ABE'S ODDYSEE £24.99
OLYMPIC GAMES £9.99
OLYMPIC SOCCER £9.99
OUTLAWS £27.99
OUTPOST 2 ..... £27.99
PANDEMONIUM £22.99
PANDORA DIRECTIVE £19.99
PGA EUROPEAN TOUR £7.99
PGA TOUR PRO £26.99
PGA NIPPENBURG/OXFORDSHIRE EURO TOUR DISKS £16.99
PGA SPANISH BAY/SAWGRASS TOUR '96 DISKS £16.99
PHANTASMAGORIA 2 ..... £22.99
PINBALL '97 ..... £12.99
POD £17.99
POLICE QUEST COLLECTION 1-4 ..... £21.99
POLICE QUEST SWAT £9.99

ONE STOP GAME WIZARDS
GAME WIZARD IS THE ULTIMATE WAY TO MASTER YOUR FAVOURITE GAMES. INCLUDES FULL-MOTION VIDEOS TO HELP CONQUER EACH LEVEL/PUZZLE, MAPS AND HINTS. GAME WIZARD RUNS IN A WINDOW DURING PLAY, CONSTANTLY MONITORING THE GAME. IF YOU GET STUCK, OR WANT BETTER WEAPONS OR LIVES, ETC, SIMPLY CLICK ON GAME WIZARD AND IT WILL PAUSE THE GAME AND POP UP TO HELP IMMEDIATELY.
DUKE NUKEM, MDK, DIABLO, TOMB RAIDER, NASCAR 2, LORDS OF THE REALM 2, MAGIC THE GATHERING, PHANTASMAGORIA 2, BLOOD EACH £8.99

ALSO AVAILABLE: EXTRA LEVELS, CHEATS, ETC:
D! ZONE 2 (DOOM & DOOM 2) £9.99
DUKE ZONE (DUKE NUKEM 3D) £13.99
H! ZONE (HERETIC) £9.99
Q! ZONE (QUAKE) £13.99
W! ZONE (WARCRAFT) £9.99
W! ZONE 2 (WARCRAFT 2) £9.99

PREMIER MANAGER '97 ..... £24.99
PRIVATEER 2: THE DARKENING £19.99
PUZZLE BOBBLE £17.99
QAD £18.99
RAMA £27.99
RAYMAN (WINDOWS '95) £18.99
REALMS OF THE HAUNTING £15.99
REDNECK RAMPAGE £24.99
RELOADED £24.99
RESIDENT EVIL £24.99
RISK £30.99
RIVEN (MYST 2) ..... £LOWEST - CALL
ROAD RASH £10.99
ROBERTA WILLIAMS ANTHOLOGY - 14 GAMES!! INC KQ 1-7 £25.99
SAMPRAS EXTREME TENNIS £19.99
SAND WARRIORS £18.99
SCORCHER £12.99
SCRABBLE (3.5" DISK) £19.99
SCREAMER 2 ..... £19.99
SEGA RALLY (REQUIRES PENTIUM 90 OR HIGHER) £22.99
SEGA WORLDWIDE SOCCER £27.99

£21.99 | £27.99 | £19.99

SENSIBLE WORLD OF SOCCER 96/97 ..... £21.99
SENSIBLE WORLD OF SOCCER 96/97 DATA DISK £7.99
SETTLERS 2 ..... £13.99
SETTLERS 2 MISSION DISK £12.99
SHADOW WARRIOR £27.99
SHATTERED STEEL £14.99
SIERRA SPORTS: GOLF £21.99
SIERRA SPORTS: BASEBALL '98 ..... £21.99
SILENT HUNTER £18.99
SIM CITY 2000 COLLECTION INCLUDES SIM CITY 2000, URBAN RENEWAL KIT + SCENARIO DISK 1 + DISASTER DISK + S! ZONE **£19.99**
SIM COPTER £18.99
SIM GOLF £17.99
SIM ISLE £9.99
SIM TOWER £16.99
SONIC 3D £21.99
SONIC CD £19.99
SONIC & KNUCKLES £18.99
SPACE HULK 2: V.O.T.B.A. £11.99
SPECCY CD '97 (3000 SPECTRUM & 1200 C64 GAMES) £14.99
SPEEDBOAT ATTACK £21.99
STAR COMMAND £28.99
STAR CONTROL 3 ..... £19.99
STAR GENERAL £24.99
STAR TREK BORG £21.99
STAR TREK GENERATIONS + EXCLUSIVE A1 POSTER . £29.99
STAR TREK OMNIPEDIA £17.99
STAR TREK: STAR FLEET ACADEMY ..... £LOWEST
STAR TREK THE NEXT GENERATION: A FINAL UNITY £10.99
STAR WARS TRILOGY DESKTOP £10.99
STRIKEPOINT: THE HEX MISSIONS £9.99
SUPER PUZZLE FIGHTER 2 ..... £12.99
SYNDICATE WARS £17.99
TEN PIN ALLEY £27.99
TERMINATOR: SKYNET £16.99
TERRACIDE £26.99
TEST DRIVE: OFF ROAD £23.99
THEME HOSPITAL £26.99
THIRD REICH £27.99
TIE FIGHTER V X WING £27.99
TIGER SHARK £28.99
TNN '96 FISHING £16.99
TOM CLANCEY SSN £21.99
TOMB RAIDER £26.99
TOON STRUCK £9.99
TOP GUN £10.99
TOTAL ANNIHILATION £26.99
TOTAL ANIMALS: INCLUDES CATZ, DOGZ & WORMS .. **£19.99**
TOTAL INSANITY - INCLUDES PGA EUROPEAN TOUR, NETWORK Q RAC RALLY & STAR TREK TNG £26.99
TRASH IT £28.99
TROPHY BASS FISHING 2 ..... £14.99
ULTIMATE DOOM £11.99
ULTIMATE FAMILY COLLECTION - SIM CITY 2000, SIM TOWN, PINBALL '95 + MARTY & TROUBLE WITH CHEESE **£22.99**
ULTIMATE SOCCER MANAGER 2 ..... £9.99
UNREAL £28.99
US NAVY FIGHTERS '97 ..... £19.99
VEGAS GIRLS £12.99
VIRTUA COP £17.99
VIRTUA FIGHTER 2 ..... £28.99
VIRTUAL SNOOKER £19.99
VIRUS £25.99
VOYEUR £9.99
WARCRAFT 2 DELUXE INC 50 EXTRA LEVELS + HINT BOOK £27.99
MAXIMUM WAR - 1650 LEVELS FOR WARCRAFT 2 ..... £14.99
WARCRAFT 2 - THE NEXT 70 LEVELS (OFFICIAL DATA DISK) £14.99
WAR GODS £28.99
WARHAMMER: SHADOW OF THE HORNED RAT £17.99
WARLORDS 3 ..... £27.99
WIPEOUT 2097 ..... £31.99
WORLD RALLY CHAMPIONSHIP (NETWORK Q RALLY 2) £25.99
WORMS 2 ..... £27.99
WRECKIN' CREW £25.99
X COM: APOCALYPSE £28.99
X MEN CHILDREN OF THE ATOM WIN 95 ..... £21.99
X MILES - DATA DISK FOR NETWORK Q RALLY £8.99
YODA STORIES £15.99

BUDGET GAMES

£8.99 | £12.99

THE FIRST ITEM YOU SELECT FROM THE FOLLOWING LIST WILL BE CHARGED AT THE PRICE SHOWN, BUT FOR EVERY EXTRA ITEM YOU MAY DEDUCT £1 FROM THE COST SHOWN!

11TH HOUR £12.99
3D LEMMINGS £11.99
3D ULTRA PINBALL £10.99
1944 ACROSS THE RHINE £9.99
7TH GUEST £9.99
ACTUA SOCCER £11.99
ARMOURED FIST £10.99
ASCENDANCY £10.99
A TRAIN £8.99
BIG RED RACING £9.99
BIOFORGE £10.99
BROKEN SWORD £9.99
CANNON FODDER 2 ..... £9.99
CAESAR £9.99
CAPITALISM £9.99
CHAMPIONSHIP MANAGER 2 ..... £9.99
CHAMPIONSHIP MANAGER ITALIA '96/GERMANY ..... EACH £4.99
CHAMPIONSHIP MANAGER 2 96/97 DATA DISK £7.99
CHRONICLES OF THE SWORD £8.99
CHRONOMASTER £8.99
CIVILISATION £9.99
CRICKET '96 (ELECTRONIC ARTS) £10.99
CRUSADER NO REMORSE £10.99
D £9.99
DAGGERFALL: ELDER SCROLL 2 ..... £11.99
DARK FORCES £11.99
DAY OF THE TENTACLE £11.99
DEADLINE £9.99
DESERT STRIKE & JUNGLE STRIKE £9.99
DESTRUCTION DERBY £12.99
DETROIT £7.99
DUNE 2 ..... £10.99
DUNGEON MASTER 2 ..... £11.99
F1 GRAND PRIX £9.99
FADE TO BLACK £9.99
FIELDS OF GLORY £7.99
FINAL DOOM £9.99
FLIGHT OF THE AMAZON QUEEN + EXCLUSIVE HINT BOOK! £9.99
FLIGHT UNLIMITED (DOS) £9.99
FULL THROTTLE £12.99
FLASHBACK £9.99
GABRIEL KNIGHT £9.99
GRAND PRIX MANAGER £7.99
HARPOON CLASSIC £9.99
HERETIC: SHADOW OF THE SERPENT RIDERS £11.99
HOUSES 2: ROSE TATTOO £10.99
INDYCAR 2 ..... £9.99
JIMMY WHITE'S SNOOKER £10.99
KINGS QUEST 7 ..... £9.99
LAST DYNASTY £9.99
LEISURE SUIT LARRY 6 ..... £10.99
LINKS GOLF 386 ..... £9.99
LITTLE BIG ADVENTURE £10.99
MAGIC CARPET + HIDDEN WORLDS £10.99
MAGIC CARPET 2 ..... £9.99
MICRO MACHINES 2 SPECIAL EDITION £10.99
MONKEY ISLAND 1 & 2 ..... £11.99
NASCAR RACING + TRACK PACK £8.99
NHL HOCKEY '96 ..... £9.99
PIRATES! GOLD £9.99
POWER F1 ..... £9.99
PSYCHO PINBALL £11.99
RAILROAD TYCOON DELUXE £9.99
REBEL ASSAULT £10.99
REBEL ASSAULT 2 ..... £13.99
RETURN TO ZORK £7.99
RIDDLE OF MASTER LU £9.99
RISE OF THE ROBOTS £4.99
RISE OF THE TRIAD £9.99
SAM & MAX HIT THE ROAD £11.99
SCREAMER £8.99
SENSIBLE WORLD OF SOCCER (EURO '96 EDITION) £9.99
SHELL SHOCK £8.99
SILENT THUNDER £9.99
SIM CITY £9.99
SIM ANT/EARTH/FARM/LIFE ..... EACH £8.99
SLIPSTREAM 5000 ..... £6.99
SPEED DEMONS £9.99
SPEED HASTE £10.99
STAR TREK 25TH ANNIVERSARY £11.99
STRIFE £7.99
SYNDICATE PLUS £10.99
SYSTEM SHOCK £10.99
TEKWAR £6.99
TERMINAL VELOCITY £12.99
TERRANOVA £10.99
TFX £10.99
THE DIG £10.99
THEME PARK £9.99
THIS MEANS WAR £12.99
THUNDERHAWK 2 ..... £9.99
TIE FIGHTER COLLECTOR'S CD £12.99
TIME COMMANDO £10.99
TORRIN'S PASSAGE £9.99
TOTAL MANIA £8.99
TRANSPORT TYCOON & WORLD EDITOR £9.99
UFO ENEMY UNKNOWN £9.99
ULTIMA 8 ..... £10.99
UNDER A KILLING MOON £9.99
UNNECESSARY ROUGHNESS '95 ..... £11.99
US NAVY FIGHTERS £11.99
VIRTUAL POOL £12.99
WILLIAMS ARCADE CLASSICS £9.99
WING COMMANDER 3 ..... £12.99
WIPEOUT £12.99
WITCHAVEN 2 ..... £9.99
WOLFPACK £10.99
WORLD RALLY FEVER £10.99
WORMS £4.99
WORMS UNITED £10.99
X COM: TERROR FROM THE DEEP £8.99
X WING COLLECTION £12.99
Z £9.99
ZOOL 2 ..... £7.99

0113 234 0444
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

ALL PRICES INCLUDE VAT.

FAX ORDERS ON - 0113 234 0770 (24 HOURS A DAY)

SALES LINES OPEN:
MON-FRI 9am - 8pm
SATURDAY 10am - 7pm
SUNDAY 10am - 4pm

NO QUIBBLE EXCHANGE POLICY IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MINIMUM £4). WE WILL SWAP IT FOR ANOTHER ITEM. (THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS. WE RESERVE THE RIGHT TO REFUSE EXCHANGE IF THE ITEM IS NOT RECEIVED BACK IN PERFECT CONDITION).

ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH BY REGISTERED POST FOR YOUR OWN PROTECTION). SORRY, NO CASH ON DELIVERY.

ORDER WITH CONFIDENCE FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY! OVER 700,000 SOFTWARE ITEMS SUPPLIED SO FAR AND YOU WILL BE SAFE KNOWING THAT ***YOUR CREDIT CARD WILL NOT BE DEBITED UNTIL DESPATCH!***

WE PROVIDE ONE OF THE ***FASTEST*** DELIVERY SERVICES AROUND. 2-3 WORKING DAYS MAX ON STOCK ITEMS. *(PLEASE ALLOW 8 DAYS FOR CLEARANCE IF SENDING A CHEQUE)*

1ST CLASS DELIVERY FREE OF CHARGE TO U.K. MAINLAND. NEXT DAY DELIVERY FROM £4. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.

1000'S OF TITLES AVAILABLE. WE ARE ALSO BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF GAMES & ACCESSORIES FOR PLAYSTATION, NINTENDO 64, SATURN & APPLE MAC.

WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

QUALITY! SERVICE!

ONE OF THE LARGEST SUPPLIERS FARE IN THE COUNTRY TODAY!!

0113 234 0444
SALES HOTLINES (7 days a week)
0113 234 0999
TECHNICAL SUPPORT (Mon - Sat)
0113 234 0666
CUSTOMER SERVICES (Mon - Fri, 9-6)
email: GameplayUK@aol.com

HOME & REFERENCE

MICROSOFT SPECIAL OFFERS

	RRP	OFFER
3D Movie Maker Standard/Nickelodeon	£49.99	£32.99
500 Nations	£29.99	£15.99
Ancient Lands	£29.99	£24.99
Art Gallery	£49.99	£32.99
Autoroute '98	£59.99	£50.99
Autoroute V5 UK & Ireland	£59.99	£39.99
Bookshelf '96	£49.99	£39.99
Dinosaur '95		£12.99
Dinosaur '97	£49.99	£24.99
Composers Collection	£69.99	£40.99
Creative Writer & Fine Artist	£59.99	£28.99
Dangerous Creatures	£29.99	£13.99
Dogs	£39.99	£24.99
Dinosaurs	£29.99	£24.99
Encarta World Atlas '98	£49.99	£39.99
Encarta '96		£17.99
Encarta '98 Standard	£49.99	£38.99
Encarta '98 Deluxe	£CALL	£LOWEST
Money '97	£29.99	£24.99
Music (Per Composer)	£29.99	£24.99
Music Central '96	£49.99	£17.99
Music Central '97	£29.99	£24.99
Oceans	£39.99	£24.99
Office '95 Standard V7	£199.99	£69.99
Office '95 Pro	£299.99	£129.99
Office '97 Pro	£499.99	£199.99
Plus (For Windows'95)	£49.99	£35.99
Plus For Kids	£19.99	£17.99
Publisher V2 for Win 3.1	£99.99	£29.99
Publisher '97 for Win '95	£99.99	£84.99
Student Office '97	£99.99	£CALL
Student Publisher	£39.99	£CALL
Student Visual Basic/Visual C++	£99.99	£CALL
Student Win '95/Workstation	£59.99	£CALL
Student Works	£39.99	£CALL
Windows '95	£99.99	£47.99
Wine Guide	£49.99	£14.99
Word V7	£299.99	£149.99
Works V3 + Money	£69.99	£29.99
Works V4 + Money	£79.99	£29.99

3,000 Recipes	£9.99
3D Walkthrough Home Designer	£32.99
AA Driving Test Pass First Time	£19.99
BBC Attenborough's Antarctic	£23.99
BBC Garden Designer 2	£12.99
BBC Garden Designer 3	£19.99
BBC Mastermind	£23.99
Bodyworks 5	£10.99
Compton's Encyclopaedia '97	£14.99
Corel Draw 4	£26.99
Corel Draw 7	£149.99
Discover Astronomy	£13.99
Dragon Dictate Voice Recognition Software	£69.99
Family Tree Maker V2	£16.99
Flagtower Great Generals	£9.99
Flagtower History of Medicine	£12.99
Flagtower War in the Pacific	£9.99
Flagtower World War 1 or 2	EACH £19.99
Hutchinson's Interactive Encyclopedia '97	£25.99
Infopedia UK	£12.99
Kai's Power Goo	£29.99
Key Home Gourmet	£6.99
Masterclips Premium Image Collection 101,000	£49.99
Mavis Teaches Typing V4	£25.99
Ordnance Survey Map of Great Britain	£17.99
Oxford Interactive Encyclopaedia	£34.99
Partition Magic V3	£42.99
Pleasures of Sex (Telstar)	£19.99
Quicken 6 Deluxe	£53.99
Quicken Family Lawyer	£23.99
Redshift 2	£30.99
Smart Games (MENSA)	£16.99
Sophie's World	£28.99
Taxcalc '97	£23.99
Voice Type Simply Speaking	£42.99
World Atlas V6	£12.99

DORLING KINDERSLEY

3D Skeleton	£19.99
Amazing Animals Activity Centre	£19.99
Ann Hooper's Sex Guide	£26.99
BMA Family Health Encyclopaedia	£25.99
Castle Explorer	£19.99
Children's Encyclopaedia	£24.99
Childrens Multimedia Dictionary	£19.99
Chronicle of 20th Century	£25.99
Encyclopedia of Nature 2	£25.99
Encyclopedia of Science 1	£15.99
Encyclopedia of Science 2	£25.99
Encyclopedia of Space & Universe	£23.99
History of the World	£24.99
I Love Spelling/I Love Maths	EACH £19.99
My First Amazing World Explorer	£18.99
My First Incredible Amazing Dictionary	£19.99
PB Bear's Birthday Party	£19.99
Photo Gallery Children, Wild Animals, Dinosaurs, Insects & Bugs, Flowers, Classic Cars, Cats, Birds	EACH £8.99
Stowaway	£19.99
Ultimate Human Body 2	£25.99
Virtual Reality Bird/Cat	£19.99
Virtual Reality Dinosaur Hunter	£19.99
Way Things Work 2	£25.99
World Atlas for Windows	£28.99

CHILDREN & EDUCATION

DISNEY

101 Dalmations Storybook	£31.99
101 Dalmations Print Studio	£28.99
Aladdin Activity Centre	£20.99
Hercules Animated Storybook	£33.99
Hercules Print Studio	£29.99
Hunchback of Notre Dame Storybook	£31.99
Lion King Animated Storybook	£28.99
Lion King Activity Centre	£30.99
Mickey & Crew Print Studio	£28.99
Pocahontas Storybook	£34.99
Toy Story Animated Storybook	£31.99
Winnie the Pooh	£31.99

BRODERBUND

Arthur's Birthday Party	£15.99
Arthur's Teacher Trouble	£23.99
Berenstein Bears Get in a Fight	£9.99
Dr Seuss ABC	£21.99
Green Eggs & Ham	£24.99
Gregory & Hot Air Balloon	£16.99
Harry & The Haunted House	£23.99
Just Grandma & Me	£23.99
Kid Pix Studio	£22.99
Little Monster at School	£23.99
Logical Journey of the Zoombinis	£22.99
Maths Workshop	£19.99
New Kid on the Block	£21.99
Ruffs Bone	£15.99
Sheila Rae, the Brave	£23.99
Tortoise and the Hare	£23.99

EUROPRESS

FUN SCHOOL 6 - Fairyland, Magicland, Futureland	£19.99
FUN SCHOOL 5 - 5-7 yrs, 6-9 yrs, 8-11yrs	EACH £18.99
Fun School Language Labs	EACH £16.99
Fun School 4 - <5/5-7/7-11yrs	£9.99
Games Factory	£29.99
GCSE Maths/English/Physics	£14.99
Hunchback of Notre Dame	£15.99
Klik N Play	£17.99

MICROSOFT

Creative Writer	£16.99
Creative Writer 2	£24.99
Easyball & Freddie Fish	£31.99
Exploraopedia of Nature	£14.99
Fine Artist	£18.99
Fine Artist + Creative Writer Double Pack	£28.99
How the Leopard got his Spots	£19.99
Magic Schoolbus - Dinosaurs, Oceans or Earth	EACH £24.99
Magic Schoolbus - Human Body or Solar System	EACH £24.99
Ultimate Haunted House	£24.99

OTHERS

ADI Boo Read & Count 4-5/6-7yrs	£18.99
ADI English & Maths 11-12/12-13/13-14/14-15	£19.99
BBC Animals of Farthingwood	£22.99
BBC Attenborough's Antarctic	£22.99
BBC Noddy	£22.99
BBC Pingu	£20.99
BBC Wallace & Grommit	£16.99
Iona Range - Millie's Math House, Muppets Beginning to Read, Muppets Read Listen Learn, Sammy's Science House, Etc...	EACH £13.99
Jan Pienkowski's Haunted House	£12.99
Lost Mind of Dr. Brain	£22.99
Island of Dr. Brain (3.5")	£6.99
Madeline Puppet Show Deluxe	£28.99
Marty & the Trouble with Cheese & Where's Morgan	£21.99
Mathcad v6 for Students	£33.99
Muppets Treasure Island	£24.99
Oxford Children's Encyclopedia	£39.99
Pass Your GCSE Maths (or your money back!) v2	£16.99
Pink Panther Passport to Peril	£21.99
Power to Little People Collection - Includes Sim Town, Zaark, Widget Workshop	£21.99
Print Artist V3 (Sierra)	£9.99
Print Artist V4 (Sierra)	£17.99
Revise GCSE Physics, Biology or Chemistry	EACH £18.99
Sim Park/Sim Tunes	EACH £21.99
Simpson's Cartoon Studio	£24.99
Studyworks Maths ages 14+	EACH £19.99
The Greatest Toyshop on Earth	£19.99
Toddlers Jump Ahead	£17.99
Tuneland	£18.99
Universe According to Virgil Reality	£24.99
Virtual Springfield	£18.99
Winnie the Witch/A Fish Who Could Wish	EACH £9.99

THE 10 OUT OF 10 RANGE
is a highly-acclaimed collection of inexpensive packages aligned to the national curriculum which teaches solely through game-based activities designed to stimulate your children and interest them. 10/10 is the UK's leading supplier of software to schools. All CD Rom or 3.5" disk. Choose from Early Essentials (3-7 yrs), Junior Essentials (5-11), Maths Number (8-16), Maths Algebra (6-16), Maths English (6-16), French (6-16), German (6-16), Essential Science (5-12) ..... **£12.99 EACH**

DTP & GRAPHICS

Adobe Photoshop 3.0	£189.99
Clip Art Heaven Vol 2 + Book	£21.99
Corel Gallery 2	£28.99
Corel Draw 4 (Unboxed)	£26.99
Corel Draw 7	£149.99
Corel Mega Gallery	£44.99
Corel Printhouse Win 3.1 & Win '95	£23.99
Fonts! Fonts! Fonts!	£6.99
Key Mega Clip Art 15000	£24.99
Masterclips 101,000 Image Collection	£49.99
Masterclips 35,000	£31.99
DK Photo Gallery Children, Wild Animals, Dinosaurs, Insects & Bugs, Flowers, Classic Cars	EACH £ 8.99
Turbocad 2D/3D V3	£39.99

SCREENSAVERS

After Dark V4	£16.99
Beavis & Butthead	£11.99
Catz/Dogz	£12.99
Doom 2 ScreenSaver	£8.99
Fractal Chaos	£9.99
Simpsons	£12.99
Star Trek TNG	£12.99

UTILITIES

Cleansweep '97	£31.99
Dr Solomon's Anti-Virus Windows	£94.99
First Aid '97 for Windows '95	£24.99
First Aid Deluxe '97 for Windows '95	£37.99
Hijaak '95	£19.99
Hurricane Ram Doubler	£29.99
McAfee VirusScan V3	£24.99
McAfee VirusScan V3 inc Quarterly Updates	£36.99
McAfee Webscan V2	£24.99
PC-Cillin	£25.99
Qemm '97	£58.99
Uninstaller 4.5	£29.99
Windelete 97 inc Anti-Virus	£24.99
Winprobe 4	£38.99

LANGUAGE

Global Languages - Learn to speak French, German, Italian or Spanish through listening, speaking and writing. Three levels on each disk - Beginner, Intermediate and Advanced
ONLY £19.99 Each

Berlitz Think & Talk Range
French/German/Spanish/Italian or Japanese ..... **Each £44.99**
Europhrases Language Labs French, German or Spanish. Give your child a head start with these fun to use packages **£16.99**
Language Assistant (Translator) Easily translates documents from or into French, German, Spanish or Italian ..... **Each £29.99**

MODEMS

MOTOROLA 3400 INTERNET SOLUTION
INCREDIBLE VALUE! CONTAINS:
28,800 DATA/FAX DESKTOP MODEM, INTERNET PHONE SOFTWARE LICENCE, WEB BROWSER SOFTWARE, eMAIL, NEWSGROUP SOFTWARE, 1 MONTH FREE ACCESS TO COMPUSERVE & KIDS SECURITY SOFTWARE ..... **all for just £129.99**

US Robotics 33,600 Sportster Voice/Fax/Data Modem (Int or Ext)	£169.99
Creative Labs Internet Blaster 28.8K	£79.99
Creative Labs Modem Blaster Voice 28.8K	£94.99
Pace Netlink Gold 28,800 Internal	£79.99

DIGIPHONE DELUXE

Call anywhere in the world for 1p per minute! Digiphone allows you to use your PC speakers and microphone just like a real phone over the internet. Comes with 2 licences for you and a friend/family member. Features: Caller ID, caller screening, security encryption, adjustable digital sound quality, personal phone book, conference calling, speed dial, voice messaging, special voice effects, call record and playback, mute and Telnet. LAN compatible. Min Spec 486 DX/33, 4MB, microphone & speakers, email address £29.99

JOYSTICKS & PADS

CH Flightstick Pro Joystick	£49.99
CH Throttle Pro	£94.99
CH F-16 Fighter Stick	£94.99
CH Virtual Pilot Pro	£77.99
CH Pro Pedal	£77.99
CH Game Card	£25.99
Gravis Grip 4 Way Adaptor & 2 Pads	£69.99
Gravis Analogue Pro Joystick	£19.99
Gravis Gamepad	£14.99
Gravis Gamepad "Pro"	£27.99
Interact 3D Program Pad	£23.99
Interact Powerpad Pro	£18.99
Phantom 2 Pro Joypad – 6 individually switchable buttons with turbo and auto-fire. 4-button and 6-button modes	£16.99
Saitek Acemaster 18 - 4 Microswitched Fire Buttons with Turbo Fire, Hat Switch, Seperate Throttle Lever, Protein Rubber- Effect Handle	£28.99
Saitek Megagrip 8 Joystick	£12.99
Super Warrior 5 QS201 Joystick (Analogue, Auto-Fire, 15 Pin)	£14.99
Joystick Splitter Cable -Run 2 Joysticks/Pads from one port	£8.99
Saitek X36F Flightstick	£61.99
Saitek X35T Throttle	£42.99
Saitek X36F & X35F Bundle	£84.99

Saitek Megapad XII MX631M
PC Format Gold Award Winner.
6-button, digital to analogue technology, turbo and auto-fire £14.99

Alfa Twin Auto-Switch & 2 Player Adaptor
A splitter cable with a difference! Compatible with Win '95 and DOS and all joysticks/pads, the Alfa Twin allows 2 devices to be connected to one joystick port. Can be Daisy-chained to allow up to 4 simultaneous devices. 7ft long lead.

Microsoft Sidewinder Pro	£44.99
Sidewinder "Precision" Pro	£50.99
Sidewinder Force Feedback	SLOWEST
Microsoft Sidewinder Gamepad	£29.99

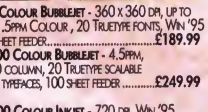
THRUSTMASTER PRODUCTS

Thrustmaster T2 Steering Assembly
Comes with Steering Wheel, Gearstick, Pedals & Programmable Buttons. RRP £129.99 **OUR PRICE £99.99**

Thrustmaster GP1 Steering Wheel
Bonus Pack - Now includes Network Q Rally, X Miles & Power F1!! Programmable Buttons on wheel for use as gears & accelerator/brake.
RRP £79.99 **OUR PRICE £48.99**

Maximise performance & responsiveness with a Thrustmaster ACM Game Card £26.99

F-16 FLCS Joystick - Features Four 4-way hats, 3 Buttons, Dual Stage Trigger & Paddle Switch	£109.99
F-16 TQS Throttle - True Replica of F-16 Throttle Quad-rant System. Features Targeting Cursor Control, Two Dials, Two 3-position switches & 4-way radio switch	£109.99
F-22 Joystick	£129.99
X Fighter Joystick	£38.99
RCS Rudder Control	£109.99
Thrustmaster Mk2 Weapons Control	£89.99
Top Gun Official Joystick - 4 Way Hat Switch, Weighted Base, 3 Beveled Buttons, Quick Action Trigger and Thrustmaster quality and durability! All for ...	£29.99
Top Gun Joystick + Top Gun Game (by Microprose)	£38.99

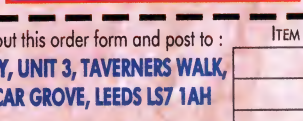


UNLIKE MANY OF OUR COMPETITORS, WE ONLY SELL GENUINE UK SUPPORTED THRUSTMASTER PRODUCTS, NOT UNSUPPORTED US IMPORTS. WE OFFER FULL TECHNICAL BACK-UP AND HAVE A READILY AVAILABLE SUPPLY OF SPARE PARTS.

MAD CATZ STEERING WHEEL

COMES COMPLETE WITH GEARSTICK AND FOOT PEDALS (ALSO HAS BUTTONS ON THE STEERING WHEEL WHICH CAN BE PROGRAMMED AS GEARSHIFT OR BRAKE/ACCELERATOR FUNCTIONS). **SUITABLE FOR USE WITH ALMOST ALL DRIVING GAMES, EG GRAND PRIX 2, INDYCAR 2, SCREAMER, DESTRUCTION DERBY, WIPEOUT, NEED FOR SPEED 2, ETC**

£64.99 PLUGS INTO ALL STANDARD JOYPAD PORTS - NO SPECIAL HARDWARE REQUIRED



SPECIAL OFFER !!
BUY A MAD CATZ STEERING WHEEL AND GET £3 OFF ANY DRIVING GAME

SOUNDCARDS

Soundblaster SB16 Plug 'n' Play 3D Stereo Enhancement, 20 voice OPL3 FM music synthesizer, treble, bass, input/output gain, analogue joystick port, 4w amplifier, CD ROM interface **£59.99**
Soundblaster SB32 Plug 'n' Play – as above PLUS 32 voice playback, 16 channels, 128 instruments, 6 drum kits, 512k RAM, 10 channel stereo mixer **£74.99**

CREATIVE LABS AWE 64 SOUND CARD £99.99

Soundblaster AWE 64 Plug 'n' Play – Everything as per SB32 PLUS Creative Webphone software, microphone, Internet Explorer, **speech recognition software for up to 30,000 commands(!)** and many other pieces of software **£99.99**

SPEAKERS

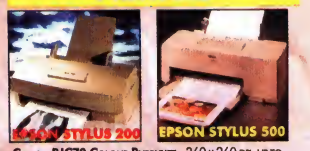
Logic 3 Screenbeat 6 Active Stereo Speakers - 15W, Bass Reflex System, Magnetically Shielded **£15.99**
Logic 3 Screenbeat 25 Active Stereo Speakers - 25W, Bass control, Power supply, Headphone socket **£24.99**
Logic 3 Screenbeat Sub 50 Sub-Woofer System - 50W, Active Stereo, Sub Bass Speakers, Dual Audio input .. **£49.99**
Logic 3 Screenbeat SB300 Super Woofer System - 100W, Dynamic Bass Super Woofer, Variable Bass, Swivel Mid/Hi Frequency Speakers, Power Supply, 3 Speakers **£99.99**
Screenbeat Deluxe Headphones & Boom Microphone . £10.99
Screenbeat Swivel Boom Microphone £8.99

ZYDEC ZY-FI SPEAKERS

✓ Volume Control ✓ Bass & Treble Control ✓ Active/Passive ✓ Crystal Clear Clarity ✓ Highly Recommended

• Compact Speakers (8w, 18w peak)	£12.99
• Standard Speakers (12w, 64w peak)	£31.99
• Pro Speakers (36w, 120w peak)	£46.99

PRINTERS



Canon BJC70 Colour Bubblejet - 360 x 360 dpi, up to 3.3ppm Mono, 1.5ppm Colour, 20 Truetype fonts, Win '95 compatible, 30 sheet feeder £189.99
Canon BJC4200 Colour Bubblejet - 4.5ppm, 720x360 dpi, 80 column, 20 Truetype scalable fonts, 6 bitmapped typefaces, 100 sheet feeder £249.99

Epson Stylus 400 Colour Inkjet - 720 dpi, Win '95 compliant, Photo-real colour £214.99
Epson Stylus 600 Colour Inkjet - 720x720 dpi, 4ppm Mono, 2ppm Colour, 5 x LQ & 4 x scalable fonts £269.99

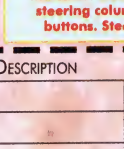
HP Deskjet 340C Colour Inkjet	£179.99
HP Deskjet 400C Colour Inkjet	£154.99
HP Deskjet 690C Colour Inkjet	£239.99

ALL PRINTERS COME WITH FREE PRINTER CABLE!!
WE ALSO STOCK INK CARTRIDGES & SPARES - PLEASE CALL

Replacement CD Jewel Cases

Each	£1.99
Per 5	£5.99
Per 10	£9.99

F1 SIM STEERING WHEEL



Hand-stitched replica F1 10" steering wheel, self-centring and torque action. LED gear change indicator. Gear change functions on steering column, 2 programmable buttons. Steel pedals. £172.99

GAMEplay

Cut out this order form and post to :
GAMEPLAY, UNIT 3, TAVERNERS WALK, SHEEPSCAR GROVE, LEEDS LS7 1AH

Name: ..... Have you ordered before? **Y/N**
Address: .....
.....
Postcode: ..... Signature: .....
Tel: ..... Fax: .....

Item Description	Format	Price
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** for all orders shipped within the U.K. Overseas postage - £2.50 per software item. Optional NEXT DAY DELIVERY available from £4.00. Please order before 3pm to ensure immediate despatch.

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐
Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No. ☐☐ (Switch only)

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.
SOME PACKAGING MAY BE SHOWN FOR ILLUSTRATION PURPOSES ONLY

PCY (11)

PC Zone Awards 97

Sponsored by CREATIVE CREATIVE LABS

PC ZONE READER AWARDS 1996/97

We announced the PC gaming event of the year last month and the response has already been phenomenal. Be a part of this fantastic event and send off your nominations now. We want to tell the world what you think are the best PC games of the year.

YOUR NOMINATIONS ARE COMING IN thick and fast, much to the chagrin of our new Staff Writer Richie, who's having to sort through them all. All we can say is keep 'em coming. Keep Richie on his knees opening envelopes and be a part of the biggest and best PC games awards ever. Your vote counts, and we're counting on you to vote and make this the most accurate reader awards ever.

Remember, only PC games released over the past 12 months are eligible and you can vote for only one game in each category. We'll also be presenting a special Creative Labs Technology Award and a *PC Zone* Special Award, which will be voted for internally here at Dennis Publishing. You can either vote using the nominations form on this page, or by sending your nominations to our website (**pczone.co.uk**). Send your completed forms to *PC Zone Awards Nominations*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. All votes must reach us by 21st November.

All completed nomination forms will automatically be entered into our 'Build Your Own Dream Machine' prize draw sponsored by Creative Labs. Three lucky winners will receive an ANE64 Gold sound card, a Graphics Blaster Exxtreme, a PC-DVD Encore CD drive and a set of Sound Works CSW 200 speakers. They will also be invited along to the *PC Zone* Reader Awards night to be held on the 4th December at the Camden Palace, London as special VIP guests. See you at the party.

WIN!

Build Your Very Own Dream Machine with Creative Labs

The Graphics Blaster Exxtreme for High Speed 2D & 3D Graphics

The new Creative Labs Graphics Blaster Exxtreme boasts excellent performance for gamers who want to get the best out of their PC. With wide industry support from the world's leading developers, serious gamers can take full advantage of packages such as *GLQuake* level editors to design their own game environment and play all the latest 3D games at super fast frame rates thanks to the onboard 3Dlabs Permedia 2 graphics processor and 4Mb RAM.

The Graphics Blaster Exxtreme normally retails for £129.99 or less. For further information contact Creative Labs on 01245 265 265 or point your web browser at www.creativelabs.com.

Nomination form

PC ZONE

BEST ACTION GAME:

BEST ADVENTURE/RPG GAME:

BEST DRIVING GAME:

BEST PUZZLE GAME:

BEST FLIGHT SIMULATION GAME:

BEST SPORTS GAME:

BEST STRATEGY GAME:

GAME OF THE YEAR:

DEVELOPER OF THE YEAR:

PUBLISHER OF THE YEAR:

Name: Job title:

Address:

Postcode:

Daytime tel no:

❑ Please tick if you do not wish to receive details of further special offers or new products from other companies.

❑ Tick if under 18 years of age (we need to ask this question so that we do not mail inappropriate material to minors).

Terms and conditions: Postal entries with all questions answered correctly will be entered into the prize draw and winners will be selected at random after the closing date. The editor's decision is final. No correspondence will be entered into and all winners will be notified by post. This competition is not open to employees of Dennis Publishing or participating companies. Only one entry per reader. No cash alternative will be offered. Submission of entry will be taken as acceptance of the rules.

GRAVIS GRIP SYSTEM

MULTI-PLAYER
MULTI-BUTTON
MULTI-FUNCTION

The Gravis GrIP Multiport is the first multi-player, digital PC game system on the planet. Plug the Multiplayer into any standard PC game port for instant multi-player, multi-buttoned functionality. Up to four controllers can be connected simultaneously, and the instant set-up and full programmability presents an unbeatable advantage.

INCLUDES FREE COPY OF FIFA97

- GrIP System
- BlackHawk
- PC GamePad
- PC GamePad Pro
- Thunderbird
- Firebird II
- PC Pro Joystick
- PC Joystick

£49.99

Play longer, Play harder

Electronics Boutique Game HMV Byte Virgin Maplin

Web: www.gravis.com

The Gravis logo is a trademark of Advanced Gravis Computer Technology Ltd. All other trademarks and registered trademarks are the property of their respective owners.

Play Games on the Internet

The UK's Fastest Games Server!

Experience Quake, Red Alert, Doom, Diablo and 53 other Titles.

Subscribe for only £8.30* (ex VAT) per month!

Including all the usual Internet Provider facilities!

- High speed internet connection
- Local Call Access across the UK
- Free E-mail address and Web space
- New Subscribers on-line within minutes
- Modem ratio 9:1. (This means you are almost guaranteed to get on every time)
- Fast FTP site and full access to NEWSGROUPS
- 33,600 baud modems
- Access to our file site (300 areas)
- For BBS/WEB access dial in on 0845-0798036. QUAKE ACCESS on 194.164.18.6
- Instant access 0891-318-406 / 412 calls cost 50p per minute at all times

Plus!

Now available!

free registered version of KALI

Or

CREATIVE Internet Blaster

(28,800 PnP Fax, Modem with full software - RRP £99)

FREE SEVEN DAY TRIAL

KALI

HEXEN II

Hexen II Deathmatch now available!

Call Sales on 0181 561 5040, or visit us at www.gates.co.uk

* Offer only open to users subscribing for one year and subject to limited stock.

GatesNet.Net

All trademarks acknowledged. E.&O.E. Prices exclude VAT

EVERYTHING YOU WANTED TO KNOW ABOUT X-COM 3: APOCALYPSE BUT WERE TOO AFRAID TO ASK...

We all thought that our own Chris Anderson was the *X-COM 3* Jedi Knight, but we have felt a disturbance in the force... Enter Andrew Wright - ready to share his masterly knowledge as he looks at some close-in tactics for wasting those scumbag aliens, while keeping your own squaddies alive and well...

Mix and match flying armour with disruptor suits for the best of both worlds.

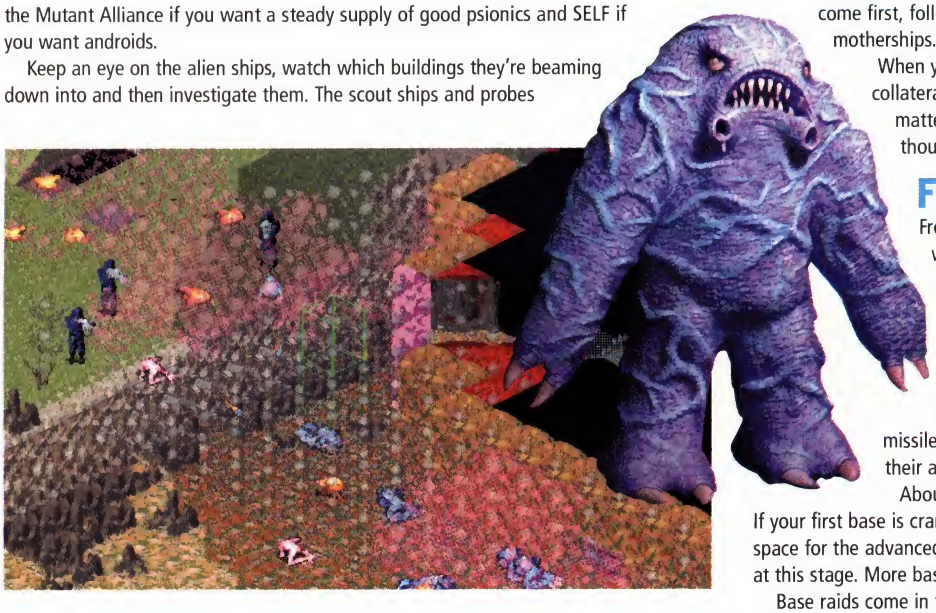
X-COM 3: APOCALYPSE WAS SIMPLY DESCRIBED IN OUR JULY issue as "the best". Its masterly balance of turn-based strategy and real-time combat provides such a massive depth of game play, that you need a bathysphere to get to the bottom of it. Or you can, of course, quickly learn the intricacies of alien annihilation by simply following some of the battle-tested advice here...

Although the game revolves around tactical missions, research is the key to victory here – and the more you uncover, the better. At the same time you've got to keep down infiltration and make enough money to build up your forces for the final clash.

Your first priority is keeping the government on your side. Megapol is a useful ally too and helps take out UFOs. If you can stay friendly with equipment suppliers, you'll be rewarded with bigger and better hardware. Organisations like Nutrivend have their uses, who can make more biochemists available. Stay friendly with the Mutant Alliance if you want a steady supply of good psionics and SELF if you want androids.

Keep an eye on the alien ships, watch which buildings they're beaming down into and then investigate them. The scout ships and probes come first, followed by increasingly powerful craft like battleships and motherships. Try to knock out as many of these as possible.

When you investigate non-hostiles following alerts, do as little collateral damage to buildings as possible (civvies don't seem to matter). If you're raiding someone like Sirius or the criminal gangs though, you can go in with both barrels.



Wait at the door and they'll all bundle out into your field of fire. The alien's foot soldier is fairly weak – until he gets a shield, of course.

First things first

From the off, build extra biochemistry labs, physics labs and workshops plus extra living quarters. Put the living quarters near the lift or the repair bay. Recruit the five best scientists you can and get straight on with research. Every day, check who's available so you don't miss any real superheroes. Make sure you've always got research projects on the boil and sell your ground vehicles (they're crap). Boost anti-UFO power with either hoverbikes or hovercars armed with missiles and don't forget that weapon control systems will improve their accuracy.

About day three, start recruiting more scientists for your new labs. If your first base is cramped, look around for another – you'll need at least one with space for the advanced labs and workshops. Choose wisely but don't build too many at this stage. More bases means more pointless alien raids to fend off later.

Base raids come in through the vehicle repair bay or the access lift. When you build new bases, put these two units side by side, preferably surrounded by security stations and living quarters where your personnel start in the mission.

It's up TU

• Real-time or turn-based combat? Real-time is a lot quicker, especially if you're searching a big area. But it's worth mastering turn-based missions first – allowing you to get the hang of the effectiveness of each of the varied weapons.

• In turn-based missions, get used to thinking in TUs. The average rookie will only have TUs for two aimed laser shots or five or six snapshots with an autocannon.

• An agent will get off eight to nine aimed shots with an MG, 12 or more with a toxin gun per turn as against one or two for launchers and laser rifles. A grenade costs nothing to prime and you should be able to fling five or so a turn. Picking up an item costs five TUs. Use of a scanner is six TUs, a mindbender six TUs and a medi-kit 16 TUs.

• Leave units with enough TUs for opportunity fire and movement – at least 20 TUs, more if you want them to kneel or take cover.

Seven sexy things to do

1. Use your teleporter as a weapon – just port into a room or into a big group of aliens, drop something nasty and port out again!
2. Explosives behave very realistically. Add a couple of incendiary grenades and an explosive pack to a proximity mine for a devastating trap.
3. Want to get in a room? Blow a hole in the wall.
4. Use ambush techniques whenever you can. Position your men with clear fields of fire. Now get one to open a door, drop a grenade and run – the blighters will usually chase him into your kill zone.
5. Mind control a Popper or any alien carrying explosives. Send him back to his friends and then shoot him.
6. Surrounded by hordes of the things? Drop stun or AP grenades at your feet. You'll survive – worms and suckers won't.
7. Use agents with flying armour to drop grenades with pinpoint.

Arm your men with MGs or autocannons, three extra ammo clips and all the stun grenades you can buy (literally) – they're a great means of defence against all aliens except Poppers. Don't forget to add a sprinkling of smoke and AP grenades, oh and one Medi-Kit between two is fine. Keep the stun grapples for later (when you've got bio-transport). Give the mindbender to your best psionic and get practising. Above all, remember that controlling aliens and turning them against their comrades is great fun. 7

Earn cash by raiding other organisations – nick as much gear as you can and then flog it. Sirius is the obvious target, as the folk from there hate you anyway and you can pick up launchers and plasma guns here. The criminal syndicates are another good choice.

Once you've got bio-transport, get the grapples out and start collecting 'live' aliens. There is a definite 'tree' structure to research but it's not in the manual. Bring back a dead multiworm, for example, and you'll be able to research the alien's genetic structure. Then you can move on to biological warfare and make a toxin gun and toxin A (waste of space). Drag in a dead anthropoid and you'll get toxin B, and eventually the deadly C.

By week four or five, you should be raiding the alien's own dimension – once you destroy the alien queen and the dimension gate generators that give them access to Mega-Primus, it's all over.

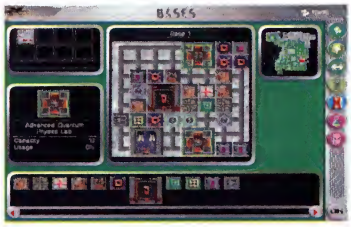
Wanna be in my gang?

Most agents are weak humans at first but become near-invincible later on. Androids are pretty rare and although they're immune to psionics and make excellent fighters, they don't improve. Mutants, available later, have good psi skills but are poor in combat. Recruit all the agents you can to start with, apart from very bad ones, because you will take casualties.

Sell your lasers and pistols and buy some MG 4000s. They've got high ammo capacity and don't use many TUs in turn-based games. Use HE clips to do some real damage.

Ten tactical tips

1. Save your turn-based game at the beginning – not at the end – of the turn.
2. Use smoke grenades to put out fires – or burning agents.
3. To stop brainsucker pods hatching, run up to them, pick them up and pop them in your backpack.
4. Remember that agents can pick up items from surrounding squares so you can throw weapons and grenades to each other 'in extremis'.
5. Brainsuckers can't get you in a lift or in a room with a low ceiling. Two agents side by side in a doorway will also fool them.
6. When your mission's nearly over, try some target practice. Get each of your agents to take aimed shots at an object at long range to improve their accuracy.
7. The toxin gun armed with toxins B or C is deadly to aliens – even those with shields – but not humans. However, the guns and clips are very expensive to make and you need to get in close.
8. Keep your squads close together for mutual support, but spread your men out so that grenades and explosions don't do too much damage.
9. In narrow corridors, standing agents can fire over kneeling agents who can fire over crawling ones.
10. Need to keep a door open? Put a crawling agent in the doorway – the rest can shoot or throw things over him.



Something nasty's going down in the slums...Choose a base that's big enough to hold advanced research facilities.

AlfaBat Pro

IT'S NOT A GAMEPAD
IT'S A SECRET
WEAPON!

KFK
KUNGFU KEY

- Blow your opponent away with one click of the unique KungFu Keys: advanced macro buttons that save up to 10 commands!
- Every Button programmable - without software and even in Turbo mode
- Use up to four AlfaBat Pros together in multiplayer mode
- Keyboard remains available
- Handheld gamepad and mini arcade stick in one
- Leaves the Gameport free for other controllers
- Only £29.95
- Also available:
  AlfaBat Plus - Six button pad with autofire - no KungFu keys - same design as Pro - £15.00
  AlfaBat - as Plus but no Autofire - £12.00

Alfa Twin

- Unique Joystick accessory - lets you change game controllers without unplugging
- Connect up to two sticks - simple operation.
- PC Format Gold Award
- Only £19.95

Alfa Quad

- New!
- Connect up to four controllers simultaneously!
- Easy connection - no complicated software
- Fully compatible with your existing joystick and standard games interfaces.
- Easy operation - just press Fire to swap sticks
- Supports two player games
- Only £29.95

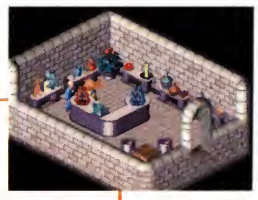
Golden Image (UK) Ltd
Unit 65, Hallmark Trading Estate,
Fourth Way, Wembley, Middlesex, HA9 0LB
Tel: +44 (0)181 900 9291
Fax: +44 (0)181 900 9281
www.reserve.co.uk/gold

Available direct from Golden Image and all good computer stores

TROUBLESHOOTER!

Little Big Adventure 2 - Walkthrough

Everyone on Twinsun is so nice that it makes you want to move there right away. Richie Shoemaker did just that and house prices plummeted. Well, what Twinsunnian wants to live next door to someone who doesn't have a pointy head? Exactly. No-home Richie therefore takes to the streets again this month with a complete solution to *Little Big Adventure 2*.



Ch 1

Chapter 1

Take the cellar key from the dresser in the bedroom. In the cellar take your magic ball from the barrel, the holomap from the shelf and the three darts. Now go into town and find the pharmacy. Mill around for a while and a young lapichon will enter and steal a customer's umbrella. Follow him – the customer won't help you until you return it. You'll have to approach the thieving lapichon from behind in 'Discreet' mode in order to speak to him.

The grateful customer will suggest you visit the healing wizard on Desert Island. Crossings are cancelled because of the storm, which means that you'll need to find Raph the lighthouse keeper so that the weather wizard can end the storm. First you'll need your robe from the museum, so make your way to the museum roof, climb through the open window and flick the switch (one opens the stair door, the other opens the case that contains your robe). In 'Sporty' mode, grab your robe – this will activate your magic ball.

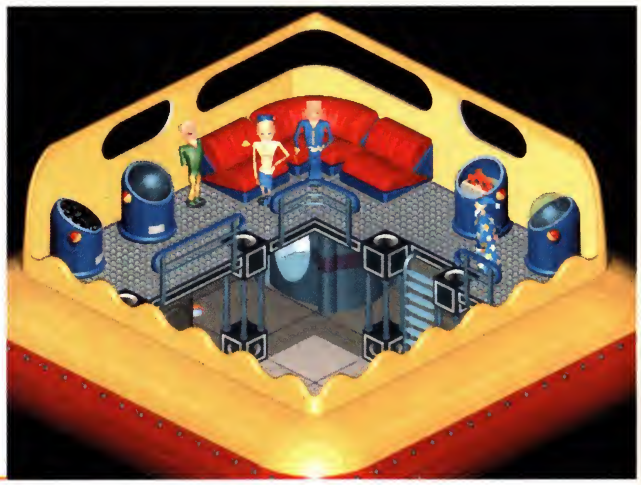
Head for the cliffs and the Corniche (towards the tip of the island where the weather wizard lives). Locate the cave which has a sign indicating a path leading towards the Corniche in front of it. Dispatch the monsters with the aid of your magic ball. Jump over the rock to reach the cave entrance – this is where Raph is held captive behind bars. To save him you'll have to take another longer route and, with the aid of the magic ball, open doors. Further on you'll come across a second switch; this is much easier to find and opens the second door, behind which you'll find Joe. You'll then be attacked by two small monsters. Take the key they're guarding as it opens the door – you'll then have to fight Tralú. Use your magic ball to defeat him and collect the key to free Raph.

As you're leaving you'll bump into Zoé and then the weather wizard. Follow him to the lighthouse where he'll disperse the storm.

After the encounter with the Esmers, buy a ticket from the travel agent and take the ferry to Desert Island. Stop at Mr Bazoo's shop, near the entrance to the port, to buy some Nitro-Meca-Penguins.

info

If you're having trouble, remember to use the magic ball or blowpipe to activate levers and switches. If you throw the ball in 'discreet' mode, it will travel at a higher trajectory. If money's a problem, especially getting hold of enough Zlitos, the casino usually pays off. When you get hold of the protection spell, use it whenever your path is blocked by lava or soldiers etc. Remember you can also use the protection spell while using the jetpack.



Chapter 2

You'll find Ker'aooc, the healing wizard's house, on the corner of the main square. Take the gallic acid from the wizard's shelf. To find the School of Magic, go to the hacienda del Monte-Pelado on the other side of the island. Head for the women's bath – their screams will grab the landlord's attention and you'll be able to sneak behind the counter at the bar and climb the forbidden ladder. There you'll meet an old sage who'll tell you where the School of Magic is.

You'll need plenty of money, so go to the park at the Temple of Bù. Accept a test of skill in 'Tir O Canardo', and break both the targets using the darts. When the balloons carry you over the shaft entrance, fall in. The fortune you find in kashes will pay for your registration at the school.

Go along the cliff path on the left of the cemetery to find the School of Magic. Once inside, take the slightly raised path, bypassing a second gate to the main door of the school.

You'll have to run past a large room haunted by ghosts. In 'Discreet' mode, open the chest and take the key to the door. Further on in the school you'll need 120 kashes to register and you'll have to pass three tests to become a wizard.

For the blowpipe test, you'll need to concentrate on your timing to shoot down the moving targets. To get the balsam flower, go to Baldino's for the mechanical part to repair the car. Return to Citadel Island and take it to Zoé. Go back to Baldino's to pick up the portable radio – Zoé will call you when the car is ready. When Zoé arrives, get in the car and drive up to the springboard (look for the tyre tracks near the secret entrance to the school).

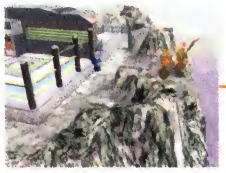
Take the plant to the principal – he'll give you the conch of Triton to heal Dino-fly back on Citadel Island. When he's recovered, get him to take you to Dome Slate to tackle the third task, which involves a labyrinth. Walk along the left-hand border of the flagstones to get to the exit – this will light up under your feet. The principal will meet you outside and will reward you with the magic slate.

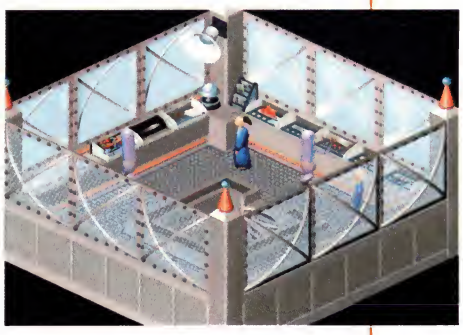
Back at the school, the principal will give you your diploma and your new magic level: green ball. You'll find the travelling salesman near the hacienda del Monte-Pelado where you'll have to buy ceremonial robes and a false beard.

Inside the hacienda an Esmer will make you an offer – follow him through the hacienda to a shuttle bound for the Esmers' home planet, Zeelich.

Ch 2

Ch 3





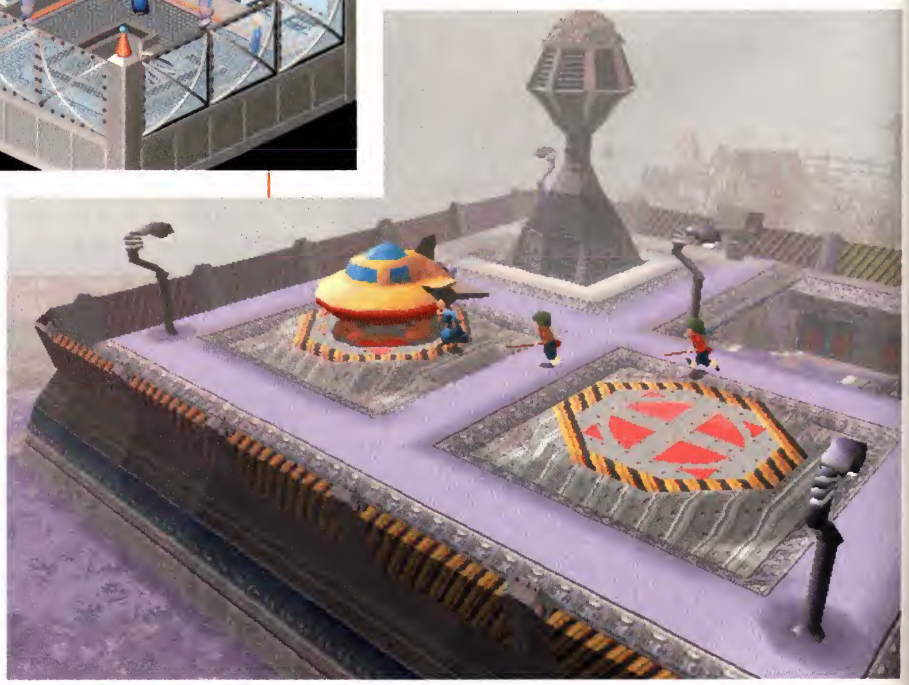
Chapter 3

Take the translating device from the ship's hold. After landing, follow the soldier and an ambassador. You'll end up in prison with your friend, Joe the sprite. When the guard activates the switch to open the cell door, quickly hit him. Another prisoner will direct you to the correct door if you release him. Using your magic ball, get rid of the walker robot and the fence blocking your way, then climb the control tower, take the route disc, insert it in the shuttle control panel and enjoy the ride back to Twinsun.

Chapter 4

After crash-landing, fight your way through the soldiers to get to Zoé. Next, get Dino-fly to take you to the School of Magic where you'll receive some useful advice. Go to Citadel Island to read the message left by the weather wizard and stop off at the left-luggage office where, with the help of a helico-magnet, you should be able to pick up the proto-pack from the storeroom. You shouldn't need any help from the worker, just push the box following the arrows.

Visit your next-door neighbour, who will need the gallic acid to restore the sewer map. This will reveal an important message and the neighbour will give you a pyramid key. Go back to Desert Island and visit the school principal, who will

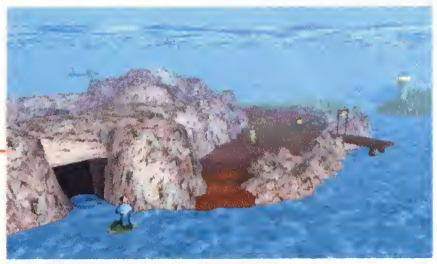


tell you where to find the pearl of incandescence. Go to the jetty past Port-Ludo pier where Moya the turtle will take you down to the underwater cave. Thanks to the proto-pack, you can enter the cave and take the pearl from inside a giant shell.

On the roof of the hacienda, look at the sea through the telescope and you'll see a cave on a small island. Get Dino-fly to take you there and, using the proto-pack, enter the cave. Stack the two boxes by the entrance to reach the protection spell – you won't be able to get out without it.

Head for Citadel Island and drop the pearl into the weather wizard's cauldron and take the lightning bolt spell. To enter the sewers, go to 'Chez Luc'. The key to the cellar door is in a barrel behind the bar. Jump in the hole among the barrels and, once through, use the pyramid key on the strange stone near the staircase to open a secret door. To free the ball of Sendell you'll need maximum magic levels to cast the lightning bolt spell. (Leap onto the floating barrels in the sewers – there's a key that opens a door, behind which is a chest containing magic phials.) Free the ball of Sendall to attain a new magic level: red ball. Well done grasshopper!

Baldino will call you to Desert Island. Enter the Temple of Bù and search the floors for the secret Esmer base. Divert the direction arrows with the blowpipe to move the wagon to the second level of the temple basement. There's a key in a box surrounded by two statues spitting fire – enter 'Discreet' mode to take it. In the base, kill all the soldiers. Take the small lift and use the proto-pack to fly over the electro-rug. Take the route disc and head for the Emerald moon. You'll need a password: GREEN MOON.



Ch 4

Chapter 5

After landing, slip on a space suit. Go to the reception building and activate the spherical-style switches to open the airlock. Go through the door furthest from the shuttle, remove your space suit and prepare to be attacked immediately. Turn the large metal wheel resting on the black-and-yellow striped plinth that opens the door with the same pattern on its frame. This will lead into a corridor ending in the cell which holds Baldino; get the key from the jailer using your magic ball. Another wheel will allow you to open the closed door. Catch up with Jérome, who's waiting in front of an airlock right at the end of the base by the Esmers' main computer. Open the door so that you and Baldino can escape. Baldino, equipped with his rocket suit, will take you to his ship and you'll set off for Zeelich to find CX Island.

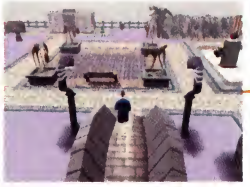
Ch 5

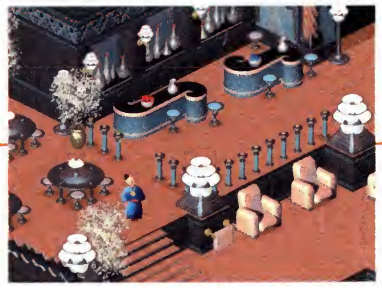
Ch 6

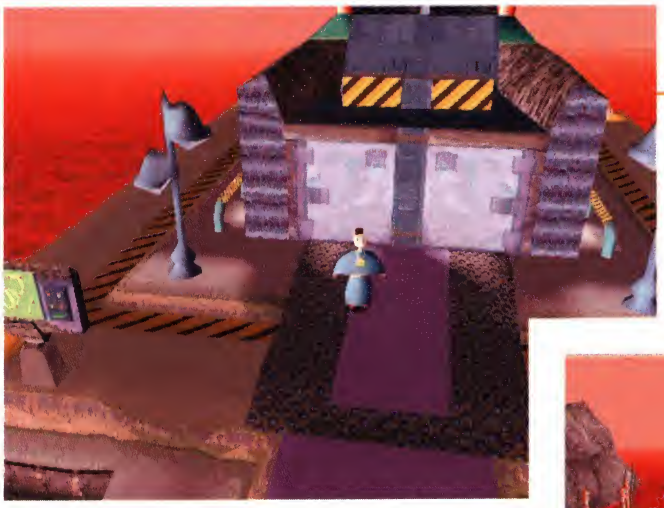
Chapter 6

Use your proto-pack to move over the rocks to the port – here you'll come across some jet foil taxis skimming over gas. You'll have to go to the centre of town to find some Zeelichian currency. After the little bridge, on your left, is a shop selling souvenirs, and when you go in the shopkeeper will offer to buy various items you have for Zeelichian money. Rummage around some dustbins to find more Zlitos (you'll need 100). Return to the port, talk to 'The Captain' and he'll take you to Celebration Island. After valiantly defending yourself, climb to the top of the volcano. By the edge of the crater you'll find a fellow covered in bandages – he's the survivor the Captain has already told you about.

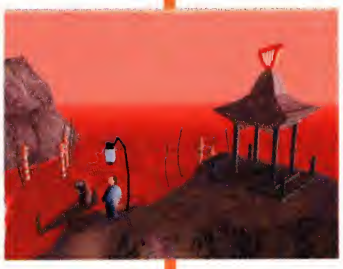
Take a taxi from Celebration Island to Otringal. At Rick's tavern, look for a door hidden behind the stage which leads into the back room and, once you're in, open the air vent by operating the nuts. Use the pasteboard pillars to build a platform so that you can reach the air vent. You'll soon find yourself in Rick's office – he'll give you a new mission, which is to find Johnny Rocket. ▶

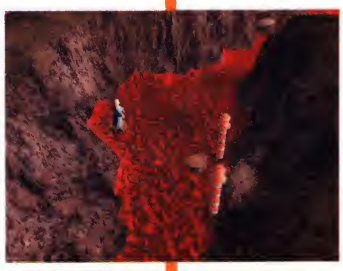


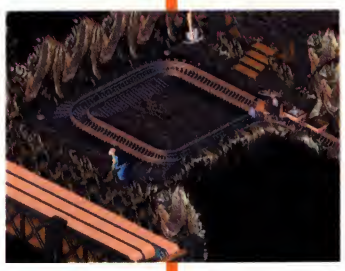




Ch 7







Baldino will call you for some gazogem, so take a taxi to Knarta Island and the burgomaster's house. Go to the refinery (you'll have to jump on some pipes to get over the wire fence). Once inside the enclosure, make your way into the main building. Learn how to stop or change vapour jets by turning the wheels that control them – do this before you get to the little red boxes containing the keys (you'll need them to get further into the refinery). At one point you'll have to crouch in 'Discreet' mode on a moving platform in order to get out in one piece. Eliminate the Knarta guard who hold access to the gazogem.

To leave the refinery enclosure, jump on some barrels (these are located near the place where you originally entered the refinery). On your return via the Knarta village you'll meet a mechanical owl. Follow it and you'll come to a little niche, inside which you'll find a passkey. Go back to the burgomaster's house and open the cupboard to find some cryptic directions. You'll also need to buy a pickaxe from the bazaar.

Lean against the palm tree (there's only one), turn in the direction of the bazaar and you'll see a small dip in the grass (almost at gas level) ahead of you on your right. Digging with the pickaxe will reveal the Knarta fragment. Take a taxi to Otringal and give the gazogem to Baldino. In exchange he'll transform your proto-pack into a super-jetpack which will allow you to jump higher.

Go to the casino in the town centre and play on the one-armed bandits. After a while you should win the super-jackpot. In the room with the fantastic prize you will have to beat the Gloum with your magic ball in order to get the key it's holding – this key opens the door at the end of the room.

Using the super-jetpack, walk along the stream to the hotel – but you'll have to make the bellboy see sense before you can enter the lobby. Johnny Rocket will be by the pool on the sun bed. He'll take you to his room and give you a ring which you must show to the shopkeeper in the Twinsun souvenir shop as he'll then open a secret passage leading to the rebel chiefs. They will equip you with a laser pistol, which needs a crystal to work – you'll find it on Celebration Island. Use your super-jetpack to jump from rock to rock around the crater, and then use the Knarta pickaxe to cut the crystal to the right size. Go to Knarta Island and into the building facing the industrial port. Use the laser pistol to activate the levers that open the doors. Go into the port and climb onto the small tanker leading to the platform that connects to the gas underworld. Kill the mercenary and take the lift down.

Chapter 7

Use your magic ball in 'Discreet' mode to activate the switch at the end of the room. Follow the path to the village. Kissing the toad will allow you to regain some strength. Go and see a family who will give you some firefly tart – take an extra piece for the old rogue in the centre of town, who will then give you the key to the chapel. Go inside and Mr Lemoine will tell you that his servant will teach you the ferryman song. You'll also need four gems and the miner's glove, all of which can be found in the gemstone mine by the cliff path. There's a tunnel entrance on the path that'll take you near the Blafards' fragment. You'll also need the protection spell to avoid injury.

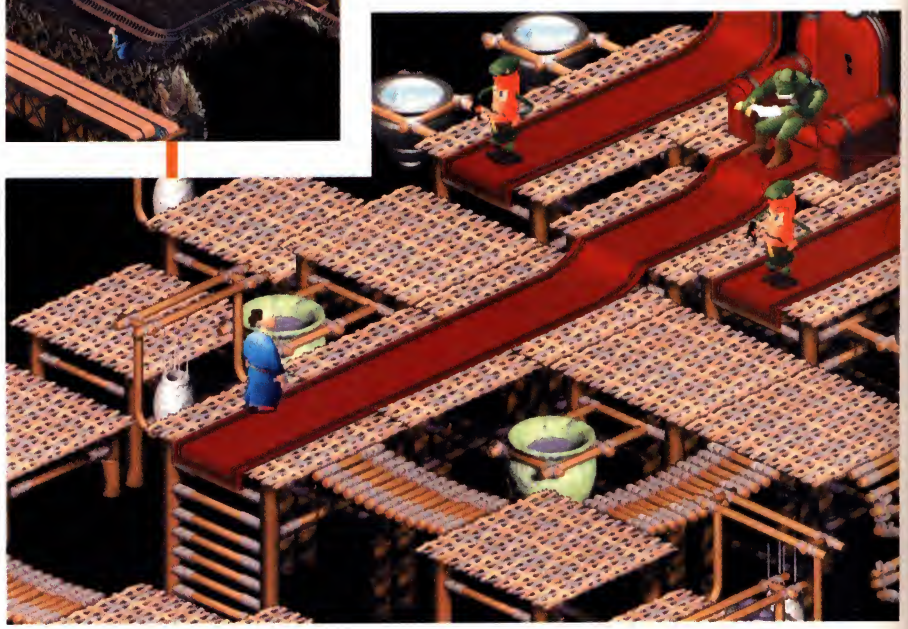
Leaving the mine, head for the ferryman's calling place and hum the song. Pay the ferryman to take you across the melting sea to the Mosquibees' village. Ask the guard to take you to see the Queen and show her Johnny's ring. To pass the test, use the magic ball to break the rolling balls and inside them you'll find a key to the correct door. Open the door and you'll find the sarbatron (which is a blowpipe).

Follow the soldiers into battle and leave the cocoon via an opening leading to a path running along the top of the cliffs. Follow it until you find yourself opposite a footbridge. On the other side, up a rocky peak, is the Mosquibees' fragment inside a locked chest. The monster that protects it will launch fireballs that you can throw back at him using the Blafards' glove.

Now that you have the new fragment, retrace your steps and collect gems along the way. Cross the cocoon and you'll find another exit which leads to the beach where you arrived. Go to the rocks in the direction of the ferryman's calling point – call out for him because you'll need to go to Volcano Island.

Avoiding the lava flow and fire geysers, go to the spot at the foot of the rocky peak supporting the Celebration Volcano above gas floods. You'll find a small cave, and the Mosquibee refugees you meet there will tell you where the Queen is being held on Blafard Island. Returning there, you'll meet a wounded Blafard, a few metres from the ferryman's kiosk, on a rock near the lava. Cure him with the aid of the conch of Triton. Go to the mine and the moving walkways just inside the entrance.

Climbing onto some vertical conveyors will bring you to a room where boxes are being moved. Kill the controller and hide in one of the boxes. On the other side, jump out of the box onto a ladder. Having reached the roof, you'll see a 'pipe' across the ground. Get into it and slide through it as far the Queen's cell. Once there, she'll give you the key to open the secret passage leading to CX Island. Go back to the Mosquibees' village and climb the rope to the cocoon. Behind the throne you'll find the famous passage. Use the key on the throne and continue onwards.



Chapter 8

The exit leads directly onto CX Island at the corner of a gangway. After dispensing with some guards, try one of the two doors and enter a gas-filled room. Use your super-jetpack to cross it, watching out for monsters coming out from the gas. Another gangway leads to the shuttle launch area. From there, go to the central tower, turn right into another room and grab the key in the red box (it's behind a guard who keeps firing at you). Kill him and jump the wall. From the locked room take a lift down to the control centre where you'll find the Emperor.

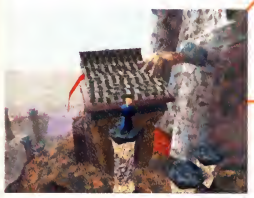
Before you kill him, the Emperor will manage to activate the lunar reactor. Take the Emperor's sabre from the chest and take the lift back up. Get past the hussars who guard the control tower door, and once you're inside take the route disc. Leave the control tower, board the Emperor's personal shuttle and head for Otringal.

Ch 8

Ch 9

Chapter 9

Eliminate the hussars guarding the entrance to the palace and slip inside. The route to the Sup's fragment is a labyrinth protected by soldiers, fishbulls, hussars and mercenaries. Using the Emperor's sabre, kill a Streum to get to the fragment's chest. Behind the chest, throw your magic ball in 'Discreet' mode through the stained glass window. It'll break, and you'll discover a secret passage that leads outside. Leave the palace with the four Zeelichian fragments and head for Celebration Island.



Chapter 10

At the volcano summit, inside a little temple by the edge of the crater, insert the four fragments that together make up the sacred key. Inside the crater a gigantic statue of Dark Monk will rise from the lava and come to rest in front of the little temple. Dark Monk will be standing on the great book of names.

Then you'll catch sight of the evil FunFrock – chase him when he disappears inside the statue and climb from pillar to pillar to reach the statue's arms. Enter the stone body – that's where the wizards are. Turn the screens on in the correct order: second, first, fourth and third. You can then unlock the cages after pressing the final opening switch.

The wizards will have to fetch Baldino while you go to the next floor to confront FunFrock. With the help of the Nitro-Meca-Penguins, destroy FunFrock's grobo clones (some of them are easily recognisable by their torpedo launchers). The keys will allow you to go down the levels to the statue's feet where you'll finally face FunFrock. The cage full of children will fall into the lava – you won't be able to prevent it. Destroy FunFrock once and for all and then walk cautiously to the crater's edge and wait for the fun to begin...

Ch 10

PC ZONE

Subscription Offer

Subscribe to	Your gift	Your low rate
PC Zone	Top game	£49.99

We'll give you a and save you £9.89

Subscribe to PC Zone within 7 days and we'll give you any one of the superb games featured below as your welcome gift. Plus at just £49.99 for 12 issues, you'll save £9.89 on the annual shop price of PC Zone – and we'll deliver your issues to you FREE of charge.

F1 GP2 & GP Manager Pack

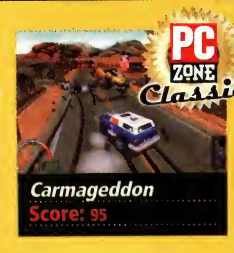
Score

92

"An absolute bargain double pack which is perfect if you don't already own either of these splendid games."

PC ZONE Classic

ATF Gold
Score: 92



Carmageddon
Score: 95

Civilization 2
Score: 90

Darklight Conflict
Score: 92

Choose your new game now!

Reply within 7 days to guarantee your top

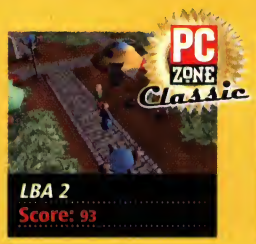
Saving	P&P
£9.89	FREE

top game

Dungeon Keeper
Score: 96

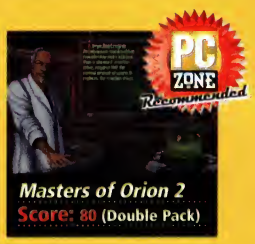
F22 Lightning
Score: 90

G-NOME
Score: 95



LBA 2
Score: 93

Magic: The Gathering
Score: 92



Masters of Orion 2
Score: 80 (Double Pack)

NBA Live 97
Score: 92

Need For Speed II
Score: 78

NFL Madden 97
Score: 87

Privateer: The Darkening
Score: 94

Star Trek: Generations
Score: Not reviewed

Syndicate Wars
Score: 95

Theme Hospital
Score: 91

US Navy Fighters 97
Score: Not reviewed

X-COM Apocalypse
Score: 95

PC ZONE Subscription Order Form

YES! I want to subscribe to PC Zone and get a new game to play.

☐ Please start my subscription from the next available issue and send me my bonus game

OR ☐ I am already a subscriber, please extend my subscription and send me my bonus game (SUBSCRIPTIONS CAN ONLY BE EXTENDED BY CHEQUE OR CREDIT/DEBIT CARD)

Your Game

The game I would like is the CD version of:

Your Details

Name

Address

Postcode

Daytime phone

Your CD-ROM Subscription

Direct Debit payment

☐ £49.99 (UK only) BEST DEAL!

Cheque or Credit/Debit card payment

☐ UK £54.99 ☐ Europe £69.99 ☐ World £84.99

OFFER CLOSES 31 December 1997

Your Choice of Payment

Complete section ❶ Direct Debit ❷ Cheque OR ❸ Credit /Debit card

❶ ☐ **I would like to pay just £49.99 every 12 issues by Direct Debit (UK new subscribers only)**

INSTRUCTION TO YOUR BANK OR BUILDING SOCIETY TO PAY BY DIRECT DEBIT

To the manager: Bank name

Address

Postcode

Name of account holder(s)

Bank sort code ☐☐ ☐☐ ☐☐ Account Nº ☐☐☐☐☐☐☐☐

Originator's I.D No. 7 2 4 6 8 0 Office use ref Nº

Please pay Dennis Publishing Ltd. Direct Debits from the account detailed on this instruction subject to the safeguards assured by the Direct Debit Guarantee.

Signature(s) Date

Banks and building societies may not accept Direct Debit instructions for some types of account

❷ ☐ I enclose a cheque made payable to: DENNIS PUBLISHING LTD

❸ ☐ Please charge my: ☐ Visa ☐ Access/Mastercard ☐ AMEX ☐ Switch (Issue No. ☐)

Card Number

Expiry date

Signed Today's date

☐ Please indicate here if you do not wish to receive details of further special offers or new products P711

All games subject to availability. Allow 28 days for delivery. A maximum of £35 is refundable for a cancelled subscription.

Return your completed form to: PC Zone Subscriptions, FREEPOST WD7, Bristol BS12 0BR (No stamp required)

OVERSEAS READERS: PC Zone Subscriptions, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ UK

game and low price

For an instant subscription call the credit card hotline on 01454 620070

PC ZONE

Recommended

Welcome to the *PC Zone* Recommended section. Here you'll find the cream of the games we've painstakingly reviewed and picked out over the years, plus those we feel should go down in PC gaming history as all-time Classics.

IN AN EFFORT TO KEEP IT simple, we've split it up into genres: Action games, Sports simulations, Adventure games, Flight simulations, Driving games, Role-playing games and Strategy games.

The top ten games of each genre are then listed, with a brief summary of the game, review score, publisher and contact number. Most of the games listed here were awarded *PC Zone* Classic status (90 per cent and above), and some managed a *PC Zone* Recommended award (80 per cent and above) at the time that they were reviewed. To achieve the highest accolade, a game must not only be very playable, entertaining and offer long-term appeal, but it must also be original and/or bring something new and worthwhile to the genre. To this end, we've included some sequels, and although these show a lower score than the original title, they are deemed better (they didn't get a higher score 'cos the game had already been done, so the sequels weren't exactly bursting with originality – okay?), so this guide isn't a list of the highest scoring games ever reviewed by *PC Zone*, but a guide to the best games currently available.

PC ZONE Classic

When you're reading the reviews in the rest of the magazine, please remember to bear this section in mind. The highest scoring game is supposed to represent a benchmark in a particular genre, and we will always be comparing new games with this, in accordance with the above criteria. If you use this section along with the 'In Perspective' guide that now accompanies every review, you should be able to gauge pretty accurately whether a game is worth buying, whatever your personal preference and taste. As a result, you will see games dropping out of this section as new and better titles are released, so keep your eyes peeled for new entries in each of the genres.

PC ZONE Recommended

Jeremy Wells, Editor

Action

QUAKE (96)
The seminal 3D shoot 'em up and quite possibly the most important PC game ever released. Very atmospheric when played as a one-player game and untouchable when played over a network. Despite the fact that it's now pretty aged, it's still *the* office favourite. Definitely 'pour hommes'!
Publisher:
GT Interactive (0171 258 3791)

TOMB RAIDER (94)
The first game to take the *Alone In The Dark* principles and apply them in a new, in-yer-face way. The play area is vast, the puzzles are clever and it's eminently playable thanks to an incredibly agile control system. If you have a 3Dfx card, you're in for a treat.
Publisher:
Core/Eidos (0181 780 2222)

JEDI KNIGHT: DARK FORCES II (94)
It's not *Quake*, but it doesn't even try to be. But it is a compelling, technically superb blend of action and exploration wrapped up in the Star Wars universe. Altogether most impressive.
Publisher:
LucasArts/VIE (0171 368 2255)

HEXEN II (94)
The long-awaited, hub-based gib-fest sweeps into action with its trusty sword, hoping to carve a big 'H' on the chest of its older cousin, *Quake*. This is a first-person hack 'em off with balls as well as a big chopper.
Publisher:
Activision (01895 456700)

FADE TO BLACK (94)
The unofficial sequel to the excellent *Flashback*, this is a near-perfect blend of third-person exploration and combat action. The technical precursor to the fantastic *Tomb Raider*, it's a classic in its own right.
Publisher:
Electronic Arts (01753 549442)

DUKE NUKEM 3D (93)
The debate rages on, and there are still an awful lot of people who rate *Duke* over *Quake*. It's not as technically impressive, but brags gameplay by the bucketload in one-player mode and when played over a network.
Publisher:
Eidos Interactive (0181 780 2222)

PRIVATEER 2: THE DARKENING (94)
The ultimate mix of space combat, *Elite*-style trading and FMV action, *Privateer 2* was the first big budget release from Origin to use live action in a positive way. Packed with stars, this is pukka stuff.
Publisher:
Origin/EA (01753 549442)

DARKLIGHT CONFLICT (92)
It might not have a mega-budget cast or a film licence, but *Darklight* knocks spots off just about every other space combat sim there is. It looks utterly fantastic and the 3D engine is quite superb and very fast.
Publisher:
Electronic Arts (01753 549442)

TIE FIGHTER (94)
Still rated by many as the finest space combat sim ever released, it successfully blends all the kudos of *Star Wars* with a wicked new engine for super-fast *TIE* on *X-Wing* fisticuffs.
Publisher:
LucasArts/VIE (0171 368 2255)

MAGIC CARPET 2 (92)
The original wooed us with its speed and smoothness – this is even better, with new night-time bits, monsters and a very useful on-line help system. Technically exquisite, the game engine's yet to be bettered.
Publisher:
Bullfrog/EA (01753 549442)

Unwatchable.

Unmissable.

Home Entertainment

THE ULTIMATE GUIDE TO HOME CINEMA, DVD AND WIDESCREEN TV • NEXT ISSUE ON SALE AUGUST 28

THIS ISSUE • Watch TV - in the sauna! • Our experts rate over 300 pieces of kit • Europe's top home cinema

Driving

CARMAGEDDON (95)
Awesome arcade-style racer that's heavy on the hit 'n' run and gameplay. Loads of different cars to choose from, plenty of tracks, three ways to play and a fab multi-player network mode make this one of the most entertaining driving games ever.
Publisher:
SCI (0171 585 3308)

NASCAR RACING 2 (92)
A worthy upgrade of the original game, featuring a new, smoother 3D engine, more controllable cars, improved opponent AI, a simple single-screen car set-up and a multi-player network option. With the constant stream of headset messages to add atmosphere, this is a racing sim fan must.
Publisher:
Sierra (0118 920 9100)

NETWORK Q RAC RALLY (94)
The seminal rally racer from Europress is the ultimate in skiddy, slidey action. 27 (count 'em) stages, loads of cars, a fantastic eight-way network option and varied terrain and conditions make this superior to the limited *Sega Rally*. Go buy it!
Publisher:
Europress Software (01625 859444)

INDYCAR 2 (90)
If you don't mind going round and round in circles but still crave that unbelievable detail, this is the only real alternative to *F1GP2*. Technically mind-blowing, though a little chuggy on anything but a high-end Pentium in SVGA mode.
Publisher:
Sierra (0118 920 9100)

SCREAMER 2 (93)
Whereas the first game cocked its hat at the classic *Ridge Racer*, this game is *Sega Rally* in just about every way but name – except that it's better in every way. Like *TNFS*, it's very much an arcader, which makes it ideal for a quick fix.
Publisher:
VIE (0171 368 2255)

POD (90)
One of the first racing games to support 3Dfx, Direct3D and MMX. The graphics are awesome (understatement of the year) and with new cars, tracks and power-ups promised to be posted regularly on the Internet, you'll never get bored.
Publisher:
Ubi Soft (0181 944 9000)

MICRO MACHINES 2 (93)
The console classic is converted to the PC as new tracks provide a new challenge. The easy-to-use control system means it's user-friendly for the uninitiated. This version comes with a track designer.
Publisher:
Codemasters (01926 814132)

THE NEED FOR SPEED (89)
Exciting arcade racing action at its best, with a good selection of cars and road tracks. Suicidal oncoming traffic and angry cops entrench *TNFS* firmly within the 'arcade' game sector.
Publisher:
Electronic Arts (01753 549442)

FORMULA 1 GRAND PRIX 2 (92)
The amazing sequel to the greatest F1 driving sim ever. Updated brilliantly for the 94/95 season with all-new detailed circuits, cars and teams. Ninja Pentium needed to run the hi-res mode – but it's still great.
Publisher:
MicroProse (01454 893893)

DESTRUCTION DERBY 2 (86)
Another sequel, but this one's actually much better than the first game. The tracks are much improved, the cars handle much better and there's loads more options. Worth buying even if you own the original.
Publisher:
Psygnosis (0151 282 3000)

Sports

LINKS LS (94)
The classic golf sim gets an update, and unsurprisingly it's fab. There's more options, luscious graphics, a redesigned menu and a view selection system. There's even a built-in upgrader for all the old data disk courses you splashed out on.
Publisher:
Eidos Interactive (0181 780 2222)

VIRTUAL POOL (91)
No self-respecting pool aficionado should miss out on this simple but very playable sim with an ingenious mouse-drag control system and an impressive engine. One-player games are fun, but go for the two-player games and network links, which are even better.
Publisher:
Interplay (01628 423666)

PGA TOUR PRO (94)
Okay, so there's nothing that really distinguishes this version from the last, except that is, for the brilliant and very easy to use Internet play facility. Waste no time, go and thwack some Americans now. Your country needs you.
Publisher:
EA Sports (01753 549442)

PRO PINBALL: TIMESHOCK! (91)
Remember *PP: The Web*? Well, this is the second table in the series, and it's better in every way. The ball dynamics and detail have been improved as have the sound effects. Plus the world's dirtiest computer game voice returns to "Lock those balls".
Publisher:
Empire Interactive (0181 343 7337)

ACTUA SOCCER (92)
Still the best soccer game on the PC, thanks to a super 3D polygonal engine and motion-captured players. One-player games might be frustrating, but In two-player mode it excels, and Barry Davies provides some knockout commentary.
Publisher:
Gremlin Interactive (01142 753423)

NHL HOCKEY 97 (90)
Visually slick and very playable, this 'all-new' updated *NHL* game features some graphical tweaks and a smoother, faster engine. There's a handful of national sides thrown in as well as the most recently completed season's statistics and teams.
Publisher:
EA Sports (01753 549442)

NBA LIVE 97 (92)
Much better than the previous version (which lacked drive), this offering is well put together. With excellent graphics, sound effects and a hip soundtrack, thankfully it plays as good as it looks.
Publisher:
EA Sports (01753 549442)

MADDEN NFL 97 (87)
This PC incarnation is well up to the quality seen on the console versions, with all the features and slick presentation we assume as standard for an EA Sports release. The best American footie game on the PC.
Publisher:
EA Sports (01753 549442)

PETE SAMPRAS TENNIS 97 (92)
This game doesn't quite better *Super Tennis* on the SNES, but it's as close as you'll come on the PC. With a simple control system, it's instantly playable, but the women's skirts still don't fly up when they serve.
Publisher:
Codemasters (01926 814132)

SENSIBLE WORLD OF SOCCER 96/97 (80)
Delayed so long that by the time it came out the world had moved on. Rather like Matthew Le Tissier taking a free kick. Did we say that? But still a classic. Always.
Publisher:
Warner Interactive (0171 258 3791)

For the fastest car news, open it up every week.

Open up the new look Auto Express magazine and you'll find far more than ever before. As always, being weekly gives us the edge when it comes to the biggest scoops and the latest pictures. The new format is equally up front in its opinions. It reviews the cars you want in a no-nonsense forthright style and conclusions are given in a new graphic grading system. Cutting edge features, consumer help pages with bite, top issues and a sportsweek section are all given a fresh clean style. Yet, unlike the rest of the automotive industry, all these extras won't cost you more. In fact, we're reducing our cover price to only £1.30. Auto Express readers certainly know how to drive a bargain.

Auto EXPRESS
THE CAR NEWS WEEKLY

The magazine where car news travels fast

Adventures

ALONE IN THE DARK 3 (95)
Better than the previous *AITD* installments, *Alone 3* is a tense, ambient tale of Navajo Indian magic and reincarnation that unfolds in the usual *AITD* manner. Now available as part of a compilation budget pack.
Publisher:
Infogrames (0181 738 8199)

INDIANA JONES AND THE FATE OF ATLANTIS (93)
Follow a post-*Raiders* Indy in his search for the submerged metropolis. Three ways to play make for a high replayability factor, and the inter-character banter is brilliant.
Publisher:
LucasArts/VIE (0171 368 2255)

BIOFORGE (95)
Futuristic *Alone In The Dark*-style game with impressive graphics, puzzles and soundtrack. Often preferred over *AITD* games as its unique blend of arcade combat is explosive. The only drag is EA's refusal to make a sequel for it.
Publisher:
Electronic Arts (01753 549442)

LBA 2: TWINSEN'S ODYSSEY (93)
Twinsen, the sprite with the egg-shaped head, is back – this time to thwart those pesky Esmers in this sumptuous sequel. The huge play area, coupled with seamlessly linked puzzles, creates a great looking and atmospheric adventure.
Publisher:
Electronic Arts (01753 549442)

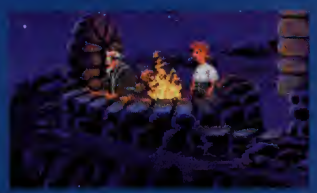
SYSTEM SHOCK (95)
This futuristic first-person cyberpunk adventure from the makers of *Ultima* was initially overlooked by many people. Now available on budget, this is a must-buy for those new to the game. The graphics might be a little dated, but the atmosphere is invigorating.
Publisher:
Electronic Arts (01753 549442)

SAM & MAX (93)
Steve Purcell's hilarious dog/rabbit 'freelance police' duo's first and only PC outing, in which they need to solve a host of bizarre puzzles. An all-talkie adventure with a gag-laden script, this is an essential budget-priced purchase even if you're not a massive point-and-click fan.
Publisher:
LucasArts/VIE (0171 368 2255)

STAR TREK TNG: A FINAL UNITY (94)
A style oozer. At times it's as if you're inside a *Star Trek: TNG* episode. Non-linear and beautifully presented, it's a Trek-head must-buy. Yet to be bettered.
Publisher:
MicroProse (01454 893893)

ECSTATICA II (90)
We dubbed it "An adventure with balls". It's hard, but it's one of the most rewarding adventures we've ever seen. It constantly surprises and is sure to keep even the most battle-weary adventure fan busy for weeks.
Publisher:
Psygnosis (0151 282 3000)

DISCWORLD II (93)
Perfect Entertainment's immaculate sequel to *Discworld* follows would-be wizard Rincewind in his search for the Grim Reaper. Not as hard as the first game, but bigger and better looking. *Discworld II* is a universally appealing adventure game.
Publisher:
Psygnosis (0151 282 3000)



THE SECRET OF MONKEY ISLAND 2: LECHUCK'S REVENGE (PRE-PC ZONE)
Anyone with even a casual interest in adventures must have this game. The graphics look dated, but the one-liners are side-splitters. And it's on budget!
Publisher:
Virgin (0171 368 2255)

Role-Playing Games

ULTIMA UNDERWORLD 2: LABYRINTH OF WORLDS (94)
This improves on almost every aspect of its prequel, *The Stygian Abyss*. You explore a complex, ever-evolving dungeon; it has unsurpassed atmosphere and interaction.
Publisher:
Origin/EA (01753 549442)

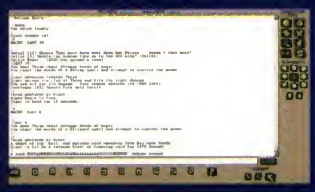
RAVENLOFT: STONE PROPHET (78)
A great improvement over SSI's previous AD&D *Ravenloft* RPGs. The graphics are average but the intuitive spell/combat system is a joy.
Publisher:
Mindscape (01444 246333)

ULTIMA VII (89)
Arguably the best of all the *Ultima* games, *Ultima VII* blends character interaction with the exploration of the detailed world of Britannia. This is the last of the *Ultima* series to give you complete party control. Soon to reappear as *Ultima Online*.
Publisher:
Origin/EA (01753 549442)

ULTIMA UNDERWORLD: THE STYGIAN ABYSS (PRE-PC ZONE)
This one took RPGs away from first-person tile-based RPGs. Amazing architecture, witty characterisations, layers of storyline and the best ending of any computer game in history. Buy it and believe it.
Publisher:
Origin/EA (01753 549442)

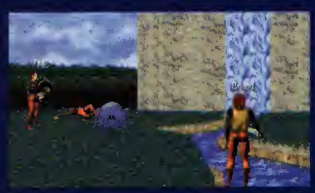
DIABLO (88)
Diablo is standard hack 'n' slash fare but the game's designers pull the whole thing off with such style that the overall game experience is addictive. A great storyline compensates for repetitive arcade combat and supremely detailed animation makes it a superb coffee-table game.
Publisher:
Zablac/Blizzard (01626 332233)

EYE OF THE BEHOLDER II (PRE-PC ZONE)
It's one of those 'olde-worlde', first-person RPGs, but its progressive, party-based gameplay and subtle story elements set it worlds apart from all the other dross. The flick-screen graphics are a bit dated, but dungeon design is still worth a look.
Publisher:
VIE (0171 368 2255)



TERRIS (88)
A MUD in the old-school style of text-based RPGs, but so addictive we're still playing it. The quests, puzzles and monsters will keep you going for days. The gameplay is excellent, if you can handle the 'texty-ness'.
Publisher:
AOL (0800 2797444)

LANDS OF LORE (PRE-PC ZONE)
Graphics *and* gameplay! Westwood Studios' graphical flair shines in this push-scrolling story about a witch. Adding non-player characters to your party keeps it interesting. CD version features Patrick Stewart.
Publisher:
VIE (0171 368 2255)



MERIDIAN 59 (86)
This ground-breaking on-line RPG, though cursed with garish and horrible graphics, allows thousands of people to interact with each other in the same fantasy universe at the same time. Currently one of the best on-line multi-player RPGs around.
Publisher:
3DO Company (0181 296 1949)

BETRAYAL AT KRONDOR (PRE-PC ZONE)
First-person perspective RPG with a huge game world and fairly complex battle system. Failed to take the RPG crown from *Ultima* due to limited character interaction, but a worthy second-hand buy.
Publisher:
Sierra (0118 920 9100)

escape
INTERNET & GAMES FOR MEN
www.escapemag.co.uk
"My first gang bang shot me to stardom"
Net porn star Nici Sterling on life, love and, er, career development
Starkers!
The Spice Girls whip their kit off – virtually
FREE!
36 playing cards & CompuServe CD-ROM
Your round
We get our gullets round the Net's best home brew
Formula One '97
Drive fast, die young
Sex on legs
Has Pammie cleaned up again in the battle of the Net babes?
Nice suds!
£2.50
October '97
JIMMY THE IDIOT BOY • STEPHEN HAWKING • KISS • LIZ HURLEY

On sale now!

Strategy

DUNGEON KEEPER (96)
A game with a genre almost impossible to define, *DK* takes *SimCity 2000, C&C* and *Ultima Underworld* and remoulds them into one hell of a title. Fantastic gameplay, and a lifespan on a par with the Queen Mother.
Publisher:
Electronic Arts (01753 549442)

MASTER OF ORION 2 (92)
Very sophisticated space exploration/ strategy game that rewards long-term play. If you're willing to put the time into it, *Orion 2* will stay on your hard drive for aeons.
Publisher:
MicroProse (01454 893893)

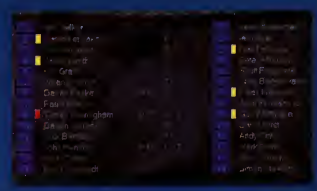
SYNDICATE WARS (95)
One of the best strategy games of all time gets a sequel, and what a fabulous sequel it is too. It houses a wealth of intricate levels, gorgeous graphics and enough gratuitous violence to keep anyone happy.
Publisher:
EA/Bullfrog (01753 549442)

AGE OF EMPIRES (94)
Think of *Civilization 2*. Imagine the same great empire-building gameplay, some excellent graphical touches and comprehensive multi- and single-player options (all in real time). That's *Age Of Empires* in a nutshell.
Publisher:
Microsoft (0345 002000)

X-COM 3: APOCALYPSE (95)
A revamped engine and a healthy helping of real-time combat have brought the fantastically addictive *X-COM* series bang up to date. If you like your strategy games deep and meaningful, you should buy *X-COM 3* immediately. It'll keep you busy for weeks.
Publisher:
MicroProse (01454 893893)

SIMCITY 2000 (92)
A classic game that deserves its reputation as one of the all-time greats in the strategy world. Build and maintain the city of your dreams and cope with all the problems a real-life Mayor would come up against. It's a lot more fun than it sounds, trust us.
Publisher:
Maxis (0171 505 1500)

COMMAND & CONQUER: RED ALERT (94)
...or *C&C* in SVGA with a few new units. It's a testament to the original's gameplay that the sequel can get away with adding few new features and still be fun to play.
Publisher:
Virgin (0171 368 2255)



CHAMPIONSHIP MANAGER 2 (90)
So you want to be a football manager, eh? Well so does our Jeremy, which is why he spends his life playing this, the most realistic, addictive football management game available.
Publisher:
Eidos Interactive (0181 780 2222)

PUZZLE BOBBLE (94)
We can't agree exactly where *Puzzle Bobble* fits in *PC Zone Recommends*. Does it belong in here, with the *Civs* and *Sims* of the PC gaming world, or should it go in the action section? Who cares, as long as it's in...
Publisher:
GT Interactive (0171 258 3791)

CIVILIZATION 2 (90)
Explore the world, conquer territories and research new technologies in one of the most successful strategy games ever. It's not that different to the first one, but it merits a '90s update and a place here.
Publisher:
MicroProse (01454 893893)

Flight Simulations

EF2000 (97)
With fantastic graphics and a very realistic flight model, this is one of the best flight sims on the PC. Not even Microsoft's mighty *Flight Sim* can topple it from the top of the *PC Zone* prop-head ladder.
Publisher:
Ocean/DID (0161 832 6633)

US MARINE FIGHTERS (92)
Lovely graphics and a realistic enough flight model. Originally released as a mission disk for *US Navy Fighters, Marine Fighters* now comes as part of the *US Navy Fighters Gold* pack, so go get that instead!
Publisher:
Electronic Arts (01753 549442)

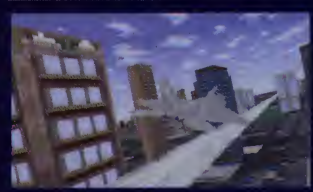
FLIGHT UNLIMITED (96)
This was the first flight sim to sport truly amazing graphics and a frighteningly realistic flight model. You don't get to kill anyone (just like *Flight Sim 95*) but it still stands up well against today's competition, and you still need a beefy machine to fly it.
Publisher:
Looking Glass/Virgin (0171 368 2255)

FLYING CORPS (92)
Action-packed WWI flight sim with neato graphics. Nostalgic gamers will recall *Red Baron* as one of the greatest WW1 flight sims ever – this improves on the old classic to become the best WW1 sim currently available for the PC.
Publisher:
Empire Interactive (0181 343 7337)

APACHE LONGBOW (96)
The *EF2000* of helicopter sims, in as much as it marries fab graphics with a realistic flight model. The structure encourages you to adopt the same tactics as a real Apache pilot (or so we're told) and the missions are challenging and varied enough to keep you at it for weeks. It's big, too.
Publisher:
Digital Integration (01276 684959)

COMANCHE 3 (92)
This latest version of the *Comanche* flight sim is without a doubt the finest we've seen yet, sporting juicy terrain graphics due to a revamped VoxelSpace engine. Despite an accurate flight model, it still delivers intense gameplay, and is extremely good fun.
Publisher:
NovaLogic (0171 405 1777)

FLIGHT SIM '98 (94)
Another year, and yet another flight sim from Microsoft. However, this time, with two new aircraft, a helicopter, hundreds of new airports and impressive 3D acceleration, it's really worth having.
Publisher:
Microsoft (0345 002 000)



JETFIGHTER III (91)
The follow-up to one of the most popular sims ever. Fly over three and a half million square miles of accurately-mapped terrain of South America. You get to shoot things too, but there's no duty free option.
Publisher:
Eidos Interactive (0181 780 2222)

SU27 FLANKER (95)
One for flight sim purists. Admittedly the graphics are crap, but our reviewer raved about it. A great flight model and superb mission builder make it an essential buy for prop-heads everywhere, just don't expect your best mate to be impressed.
Publisher:
Electronic Arts (01753 549442)

A-10 CUBA (90)
Functional graphics (cough) for a game that captures the imagination, mainly because the plane is an absolute joy to fly. Slightly limited with the absence of a fully-fledged campaign but great fun nonetheless, and pretty speedy on a modest Pentium.
Publisher:
Activision (01895 456700)

How to get 12 issues of Escape and only pay for 8

It's like getting 4 issues FREE!

Subscribe to Escape within 14 days and you'll get 12 monthly issues for just £19.99. This low price means that you'll only pay for the equivalent of 8 issues – **it's like getting 4 issues of Escape completely FREE.**

Full Money-Back Guarantee
If you're not totally satisfied with Escape, you can write to cancel your subscription at any time and receive a refund of the cost of all unmailed issues – NO QUESTIONS ASKED

Reply within 14 days for maximum savings

RETURN COMPLETED FORM TO: Escape Subscriptions Department, FREEPOST WD7, Bristol BS12 0BR (No stamp needed)

escape Subscription Application Form

☐ Please start my risk-FREE monthly subscription to Escape.
I understand that I am covered by the Full Money-Back Guarantee

Name
Address
Postcode
Daytime phone
email

Your subscription - 1 year
12 ISSUES ☐ UK £19.99 ☐ Europe £31.99 ☐ World £36.99

PLEASE COMPLETE SECTION 1 Cheque OR 2 Credit/Debit card

1 ☐ I enclose a cheque made payable to: DENNIS PUBLISHING LTD

2 ☐ Please charge my: ☐ VISA ☐ Access/Mastercard
☐ Amex ☐ Switch (Issue N°)

Card N°
Expiry Date
Signed **Today's date**

☐ Please indicate here if you do not wish to receive details of other special offers or products

RETURN COMPLETED FORM TO: Escape Subscriptions Dept.
FREEPOST WD7, Bristol BS12 0BR (No stamp required)
OVERSEAS READERS: Escape Subscriptions, Bradley Pavilions,
Bradley Stoke North, Bristol BS12 0BQ. UK.

OR call the credit card HOTLINE on 01454 620070

C706

So what's pissed you off this month, eh? The fact that we said *Hexen II* was better than *Quake*? Geeks. Marketing men. The lack of blood in *Carmageddon*. Oh, yes – and Steve Hill. Jeremy Wells is the man dodging the readers' wrath.

WORD PROCESSOR

Write in!

Send your letters to:
WordProcessor, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

Send your e-mail to:
letters.pczone@dennis.co.uk

CIX: PCZONE@CIX.compulink.co.uk
Don't forget to check out the PC Zone CIX conference if you're on-line.

NB: We at *PC Zone* reserve the right to edit, change and completely re-write any correspondence in an effort to make ourselves appear, smug, witty and intelligent.

SCREWED SCORING

How came you gave *Quake* a score of 96 per cent, only to then say that *Hexen II* was better when it only got 94 per cent?

Greg, West Wickham, Kent

Don't you read the mag? Don't you bother looking at how our scoring system works? Quake *scored as it did because it represented a landmark leap in technology and PC gaming. It set a new benchmark.* Hexen II *scored less because it wasn't what we'd term a benchmark product – it wasn't exactly original. It used the* Quake *engine for Chrissakes! However, a year on and* Hexen II *is a better game. A better one-player game, anyway. If we kept scoring games higher than the last, we'd be well beyond the 100 mark by now. It just can't happen. Games are scored in the context of when they appear, what else is available and out of 100. That's why we have the 'In Perspective' box to act as a guide. Capice?*

The spoogesome *Hexen II* – we rate it over *Quake* (as a single-player game), but it scored less, but then it's not exactly original is it?

GISSA JOB!

I left uni this year and started working in product design (which is what my degree is in). The work's good and I quite enjoy it, but I hate all the formal office crap – ties, suits, regular hours etc. I want to work in an office like the one you described in your piece on *Daikatana* and Ion Storm – no dress code, good atmosphere, irregular hours – a bit like you lot. To this end, I've been teaching myself C++ for the last year along with art and CAD packages, including 3D Studio. So what I want to know now, is how to go about getting a job as a game designer or programmer, what qualifications I would need and how I would go about setting up my own development team.

On a completely different (but equally serious) note, has Mr Cursor really gone? A year ago I wouldn't have cared in the slightest 'cos I never read his page – thinking that it would be some shitty editorial like on the last page of other computer mags. However, I did start reading it out of pure boredom one day (it was the one where his PC gained super intelligence) and since then I've been hooked! I threw out all my old *Zones* when I moved house, so I've never actually read half of Mr Cursor's stuff and I'm desperate to read it. How about doing a compilation of his work, or even putting a video together of the Culky videos?

Mick Barrett, Sutton-in-Craven, West Yorks

So you wanna be a game designer, eh? Nice work if you can get it. There's no set entry into the industry, but there are things you can do to help yourself. Get as many ideas together as you can and start working on design documents. Try freelancing for magazines or beta testing pre-release software to get experience and your foot in the door. Pester the games publishers. Bullfrog run their own pre-release testing seminars and other developers are starting to do the same. Get involved. Check out Edge *magazine and* CTW *(a trade paper) for vacancies and try and gain as much experience as you can. Maybe a developer will take you on. If they do, it's up to you to convince them you can create and develop a game.*

Sadly, yes – Mr Cursor has left the magazine. After writing for us for well over four years, he finally got fed up and decided to try his hand at inventing. There are no plans at present to put together a compilation of his work (that'll teach you to throw your mags away), but we may put them on the PC Zone *Website. Maybe. Obviously, we couldn't find anyone to fill his boots, so we've decided to move 'Looking Back' to the back of the mag. Despite what you might think, it's not some shitty editorial like on the last page of other computer mags, but it's not Mr Cursor either. Maybe he'll make a guest appearance in the mag around Christmas time. Who knows?*

STOP YOUR SLAGGING...

Steve Hill's a tosser. Sack him now – he'd be better off on the dole as it's obvious that he has no talent whatsoever. I don't give a shit what he thinks about *Feeble Files*, but if he continues to slag off excellent bands such as PWEI or Neds I'll send round the lads who will hold him down, remove his eyeballs and then skullf**k him.

Yours sincerely

Leslie Murray, (someone who hates) e-mail

We thought we'd better let Steve answer this one, so over to you Mr Hill...

We didn't think much of either of the *Phantasmagoria* games. Too much FMV, flashy graphics and not enough gameplay. So there.

Steve says: Thanks for your interest, and for your clumsy prose. Now go and cry into your faded PWEI T-Shirt – you know, that really clever one that looks like the Pepsi logo. How we laughed. Incidentally, out of a readership of well in excess of 55,000, your's has been the only complaint. Get a bath.

PHANTASTIC!

I am a regular reader of your excellent magazine. I think it's the best PC mag in the world! (Yes, I am sucking up to you.) A couple of days ago I was flicking through issue 50 of *PC Zone* when I was suddenly shocked, appalled and heartbroken when I realised that *Phantasmagoria 2* was listed as one of your five crap games. I am the proud owner of both *Phantasmagoria* and the sequel, I have played both games extensively and I think they're both brilliant!

Please tell me why you think it's so crap and maybe I'll continue to buy your magazine. Also, can you tell me whether there are any plans for *Phantasmagoria 3*?

Lewis Westaway, Cardiff, Wales

We didn't rate either game very highly and that's why it was deemed poor enough to grace the 'Crap Games' box.* Phantasmagoria *scored a rather poor 50, while* Phant 2 *managed a marginally better 65. The general feeling in the office was that although the first game was a brave effort, sadly it was ultimately flawed. Chris (Dep. Ed) finished it in a couple of hours, and maintained that although the story was entertaining there just wasn't enough to do. The sequel, though slightly improved, was affected by the same problems. Of course, both games suffered from the tag 'interactive movie' which didn't help matters, but when it came down to it, although technically impressive, neither game proved to be immersive or entertaining enough to justify a higher mark.

Although both titles sold well in the US, it's unlikely Sierra will release another game under the* Phantasmagoria *banner. However, having said that, with the advent of DVD, this could change. We'll keep you posted.

A GEEK WRITES...

This is regarding your feature titled "Geek Police", issue 52. I think it's rubbish and a stereotype of the human race. What are you saying, that normal people can't wear glasses, have to be involved in a fight sometime or another in their life and can't live with their parents? And you considered that most of the people interviewed weren't geeks, purely because they have knife-fights or go to pubs. All I can say is that those people may not be geeks, but I do have another name for them: losers, drop-outs who use violence instead of their mouths to win a fight. And as for that assistant manager, he said (and I quote), "Geeks are usually bald," and that in his mind's eye, "they're sitting there with one hand on the mouse and the other on their erect penis." There are only two possible reasons I can think of. One, he's either got a very imaginative mind's eye, or he's had a similar experience in his childhood.

So instead of running such a useless feature, you should use the pages for more reviews. And I mean, you're all geeks anyway considering you all play computer games 24 hours a day in order to get the reviews done. So how can one geek judge another, I wonder?

Alan Kong, CIX

I think you're taking the whole thing a little too seriously, aren't you? It was supposed to be slightly tongue in cheek, after all. The idea was to try and define what people thought of the term 'geek', not offend people. You are obviously very offended by the word. Thanks for your input. Geek.

SUPREMACY DID EXIST

Virgin/Melbourne House released a game written by Probe for the Amiga, PC and ST called *Supremacy* and it's remarkably like the proposed *Star Wars* game from LucasArts. The magazine *Zero* reviewed it, and as half your original staff came from there (well, Duncan MacDonald, Patrick, Macca etc), they should have some idea of it, surely?

Oh well. Dull Quentin mode disengaged. Keep up the proverbial, and I hope you print this so I can tragically show it to all my friends. Cue jokes about me having no friends.

Ian Chisholm, CIX

You're right. Blame it on a mental block or senile dementia – a lot of our writers are getting on a bit now. We've had loads of letters and e-mails about* Supremacy. *Some people even sent us grabs and copies of the game. Thanks to everyone who helped us clear the matter up.

STAR WARS FOR THE ANALLY RETENTIVE

I like your magazine and I think the game demos are great. I also like your Troubleshooter regular and the tips and hints. However, there's something I simply must object to: the vicious attack on the *Star Wars* films made by David McCandless regarding plot holes back in the August issue of the magazine. It's just not fair.

The Storm Troopers don't have heavy armour and the tree branch would have knocked him out for quite a long time. While all this was happening, Darth Vader had already felt Luke's presence and sent troops down. The Storm Trooper, had he regained consciousness, would have undoubtedly joined these troops and then been captured by the Rebels.

With reference to your comments as to what happened on the Barge, surely it's glaringly obvious that most of Jabba's cronies don't actually like him, so they wouldn't care if he lived or died. And even if some did and remained loyal, remember that they were busy at the windows. Bear in mind that everything was exploding outside and they were being fired on too. I'm not a *Star Wars* freak – I'm just writing this for a friend who is.

Richard Spiers, Johannesburg, South Africa

The old 'I'm writing this for a friend' routine... it never fails, does it, Richard? Why not try getting into contact with Ian Chisholm. He sounds like he might be a bit on the lonely side too.

AS A
G-POLICE OFFICER
YOU'LL BE CHARGED
WITH CAUSING DEATH BY
RECKLESS FLYING,
HANDLING EXPLOSIVES
AND ASSAULT
WITH A DEADLY WEAPON.

THEN YOU'LL GET A PROMOTION.

G-POLICE

IN LAW, WE TRUST

www.gpolice.com

PSYGNOSIS PlayStation 3D ACCELERATOR ENHANCED GRAPHICS PC CD ROM

©1997 Psygnosis Ltd. G-Police, the G-Police logo, Psygnosis and the Psygnosis logo are trade marks or registered trade marks and copyright 1990-97 of Psygnosis Ltd. ALL RIGHTS RESERVED. PlayStation and PlayStation are trademarks of Sony Computer Entertainment Inc.

WARLORDS III IS THE TOPS

After playing the recent demo on your CD, I've noticed that *Warlords III* is one of the most underrated games in history! *Little Big Adventure 2* is obviously the next game I'm going to buy, but *Warlords III* is now the next one on my wish list! I've now played the demo nearly as long as I played the *Carmageddon* one, which I was completely addicted to. Why is it then that I haven't heard/noticed one review, preview etc for it???

WarCraft II was good, and *Carmageddon* was good for a few weeks – but *Warlords III* is the best game in its genre!

A Pig Lover, CIX

It surprised us too. Mallo (News Ed) who reviewed it in the last issue even confessed to staying up all night playing it. That's why we awarded it* PC Zone *'Classic' status.

We think *Warlords III* is fab. Try the demo on issue 54 and see why.

GROW UP PEOPLE!

I think *Carmageddon* is an absolutely fab game. I also think people are blowing the whole issue out of proportion. The main problem is that the computer games industry is still seen as an area for kids only. So when the people with the power to ban games play something like *Carmageddon* they're usually influenced by the idea of their nine year old child playing it. I don't believe anyone would want young children playing *Carmageddon*. I also believe that people need to realise that computer games are no longer only simply played by kids.

My copy of *Carmageddon* came with a rating on the package that clearly stated it was of a strong violent nature. Parents need to follow the ratings when they're purchasing games for their kids. Store owners should also follow the ratings when a child wants to buy a copy of *Carmageddon*, or any other game for that matter. That's why we have ratings. It's just like any movie.

If you choose to ban a game like *Carmageddon*, then you must ban all those movies that are equally violent. The world needs to know that games players are growing up, we're no longer kids and we want adult games that we'll enjoy. *Super Mario* just doesn't cut it anymore.

Mango, CIX

PS: The new look of *PC Zone* is great. Keep up the good work!

I think you speak for a lot of people here, certainly all the feedback we've had about* Carmageddon *has been in a similar vein. You're right about the age thing too. According to our research, the average age of our readership is 28 years old – that's why the magazine is like it is. It's written for adults, by adults – who play and enjoy games.

Letter of the Month

A GAME FOR ALL SEASONS

Why is it that software companies feel the need to release football management games during the summer rather than at the beginning of the season? Surely they understand the need to allow all the big summer transfers to go through before they release their games? The only exception to this rule as far as I know is Eidos, who are about to release *Championship Manager 2 Enhanced*. Both *Premier Manager 97* and *Fifa Soccer Manager* have been released too early. Maybe the software companies believe that the public are so gullible they'll willingly fork out for add-on packs and mid-season updates.

I know it's possible to get updates over the Internet, but these kind of games are superb for lower-spec machines, and people with low-spec machines are unlikely to have the Internet. I know they want to release their games as soon as possible in order to give people some form of football over the summer and that would be fine – if they included the option of free updates.

A word to software companies: YOUR GAMES WILL NEVER BE AS GOOD AS *CM2* – WELL DONE EIDOS! KEEP UP THE GOOD WORK!!

Thomas, CIX

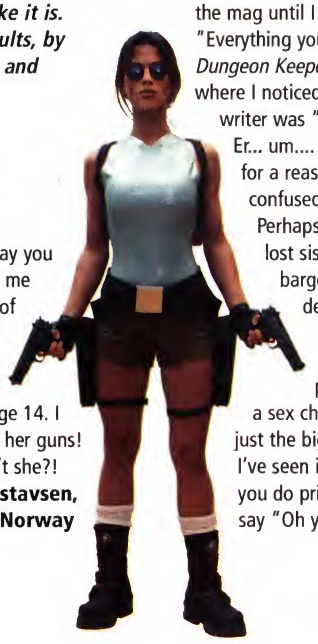
Harsh words, but also wise words Thomas. I think you've managed to answer your own question there. Just one thing, do you, or any of your family, work for Eidos?

If your letter is selected as 'Letter of the Month', we'll send you a bundle of T-shirts and maybe even a game. COO!

BLURRING FISTS IN NORTHERN EUROPE

Hi there! May you please tell me the name of the very hot Lara Croft model that you had a picture of in issue 53 on page 14. I really, REALLY loved her guns! Lara rules, doesn't she?!

Truls Gustavsen, Norway



Her name is Rhona Mitra. She's a bit of a gal, by all accounts. If you believe what you read in the tabloids.

CHARLIE WHO?

In your last issue of *PC Zone* I noticed something strange. Very strange. Charlie Brooker's name changed in your issue twice. The first time it changed was in the "Oi... Molyneux! What's your game?" where his name was spelt "Charlie Brookah". Perhaps Charlie needs to practice spelling his own name... er... perhaps not... but you never know. After that I read through the mag until I came across the "Everything you need to know about *Dungeon Keeper*" page, which is where I noticed the name of the writer was "Shirley Brooker"! Er... um.... Eh? Why? I searched for a reason in my now slightly confused mind, but to no avail. Perhaps it's Charlie's long lost sister who suddenly barged into the office and demanded to write the *Dungeon Keeper* guide in the mag? Or perhaps Charlie's had a sex change! Or perhaps it's just the biggest spelling mistake I've seen in my entire life. And if you do print this letter, don't just say "Oh you probably have bad eyesight" or "Oh shut up you sad bastard," because it's true and I just thought I'd point it out, OK?

Jon Morgan, CIX

We don't quite know why he did it, Jon. We can only assume it's some kind of tax dodge.

MISSING INDESTRUCTIBLES

What happened to the game *Indestructibles*? It was in the diary section in issues 35-37, but was then postponed for a year because the head programmer (Sean Cooper) took time out for a year. It was supposed to be released in autumn 97. Has the game been dropped by Bullfrog, or have they restarted work on it?

Mono, CIX

As far as we know, the project is still on hold. What with Peter Molyneux leaving Bullfrog and all, no one really knows what's happening. What we do know thopugh is that it won't be programmed by Sean Cooper, as he's since jumped ship to Virgin and is currently working on a* Syndicate Wars/C&C *style game called* Heist *which is due for release very soon.

All good things come to he who waits.

Time waits for no man.

So don't wait for all the good things in life to tap you on the shoulder and introduce themselves. At **Stuff** we've dedicated ourselves to testing the sheer pleasures of life, helping you spend your money on anything guaranteed to get a red-blooded male's pulse racing.

With experts who talk sense rather than science, you'll soon be conversant with anything from multimedia to radical lingerie. Alternatively, don't buy **Stuff** magazine and just wait till it all finds you, but it could be a long wait...

Jump the queue.

Stuff. A man's guide to the best of everything.
[On sale now]

NEW ISSUE

MAXIM

THE MAGAZINE FOR MEN

November 1997 £2.50

Telly Totty
THE WORLD'S HOTTEST SATELLITE BABES

Shearer
WHY ENGLAND WILL BEAT ITALY

Divorce
WALK AWAY A WINNER

How To
Suss her kinky secrets
Make your own whisky
Volley like Pele
Pan for gold

THE NEW LAD IS DEAD, LONG LIVE...
Millennium Man!

Debbie Flett is...
Virgin Girl!

Plus
Teri Hatcher, Real-life Vampires, Sigourney Weaver, War Heroes, Sharp Suits, Formula 1, Beer..
and introducing the Agony Barman

Hfl 12.75

On sale now

Comment

Games companies should put the 'weird' back into PC gaming, says Charlie Brooker.

WILD WORLD OF WEIRD

A COUPLE OF months ago, News Ed Mallo and myself were sitting at a table in Interplay HQ, having a chinwag with David 'MDK' Perry, when he suddenly made a rather startling prediction. "Within the next decade most games companies will go bust," he said, rather ominously. And considering the fact he's the head of a successful games company, we can safely assume that he knows what he's talking about.

He may have been over-dramatising to an extent, but the point of his argument was entirely sound. Within the next three to five years, he reckoned, the simulation of reality will have become so advanced that any room for improvement will be negligible. Think about it: would you bother buying a new motor racing game if it wasn't any more sophisticated than the last one you played? Why buy *FIFA 2003* if *FIFA 2002* had already reproduced every single aspect of the game with pinpoint accuracy? And once you strip away all the sports, flight and driving sims, there are far fewer titles to choose from.

There are other options of course. Any developer can simply take a glance at the charts, work out which games are selling, and then create their own carbon copy. Sometimes there's a happy accident, and we're left with a classic game – such as *Total Annihilation* – but more often than not it's merely a pale imitation of the original. And the result? Bored, jaded gamesplayers. And lukewarm sales.

So what's a programming team to do? Simple: use their heads. Head into the realms of fantasy – and I'm not just talking about fantasy of the traditional 'sword-swinging' kind, I'm talking about real imagination – the sort of fantasy game that looks as though it's just spilled from a madman's head. Such as (spookily enough) Mr D Perry's forthcoming *Messiah*, which, aside from being technically superb, is clearly the fruit of a warped mind. This is a good thing.

Recently, the retro-gaming movement has brought many of the long-lost classics of yesteryear back into the limelight and – wouldn't you know it – almost every single one of them is really, really weird. Constrained by the limits of the basic hardware of the day, games designers were forced to think of intriguing concepts instead of lazily relying on real-world simulation. Bizarre and simplistic arcade titles such as *Dig Dug*, *Mappy* or *Pac Man* bear little or no relation to the real world: they're interactive, surreal cartoons. And they're great.

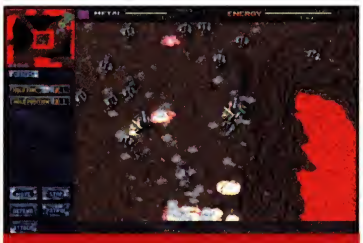
Soon, we'll be enjoying modern-day updates of certain older games (*Frogger* and *Sentinel* spring readily to mind).

That's all well and good, but developers would be better employed drawing inspiration from these old titles, rather than performing technical makeovers on existing code, bolting new features onto a tried and tested formula. What we need is originality. What we need is weirdness. If I were the boss of a big gaming company, I'd be out in the streets right now, head-hunting not just programmers but people with an abundance of imaginative ideas: artists, storytellers, pranksters and crazed drug fiends. I'd sit them in a dark room and ask them to babble their thoughts into a dictaphone. Within a week I'd be the proud owner of a truly original concept in gaming. Guaranteed. Oh yes.

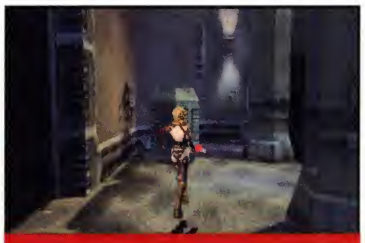
And it'd more than likely be a raging success, too. The public aren't afraid of embracing 'weird' concepts. Look at *Mario 64*, for crying out loud: a game starring a moustachioed Brooklyn plumber who prances around in a primary colour world full of walking mushrooms, wide-eyed turtles and plants with lips. People like odd things, simply because they're so fascinating. So why does the gaming industry constantly try to play it safe? Unless they buck their ideas up – quite literally – many developers could soon find themselves drowning at the bottom of a sales slump. Victims not of technical evolution but of their own complacent cowardice.

"Within the next decade most games companies will go bust" – Dave Perry, Head Honcho, Shiny Entertainment

Frogger gets the 3D treatment

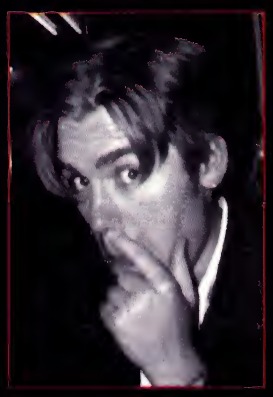


TA is an original take on *C&C*



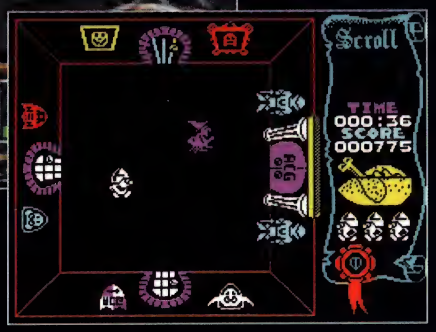
Messiah: the future of 3D?

STOP LOOKING BACK



Leaves are falling from trees, Christmas decorations are appearing in shop windows and mourners line the streets wailing "*Quake* is dead! *Quake* is dead!". Surely not, says Richie Shoemaker.

THE NAILGUNS HAVE BEEN OMINOUSLY SILENT in the *Zone* offices of late. I should be thankful really because I'm crap at deathmatch, but I rather miss seeing myself being turned inside out. I was just beginning to get used to mouse control and was even starting to peel myself from the bottom of the deathmatch rankings. It seems that just when you start getting used to something it buggers off. Mind you, it's not as if everything else vying to take its place is going to be much of a departure. *Quake* may be dead but it's engine lives on, not only in new games such as *Hexen II* and *Halflife*, but also in the numerous conversions and add-ons available as spin-off products and patches now gracing the net and magazine CDs.



Just a couple of the games taking up the hours that should've been spent doing 'real work'.

At the moment *Hexen II* (a sort of 3D *Atic Atac)* seems to be the only game filling the deathmatch void. Unfortunately for everyone, News Editor Mallo got the hang of all the inventory items pretty damned quickly and found great joy in turning my 'Lord Cheese' into swiss cheese. The new items definitely add a new dimension to the deathmatch of old, but I could do without all that sword flailing. It's just not my thing, I'm afraid. I need guns. Big guns. So bring on the clones.

After completing the campaign in *Warlords III* and being a little miffed at the crap ending, Mallo is waiting patiently for a copy of *Shadow Warrior* long after completing the demo. "I can't believe they banned it and had to take the shurikens out," he whined. Not a happy bunny, he's currently searching the net for the unofficial shuriken patch.

Macca has yet to flex his multi-player muscle in the office with *Hexen II*, which is good news all round. Still Quaking it, he's finding greater challenge in taking on computer controlled ReaperBots. "On their highest skill level, four of the buggers in DM4 sort out man from boy," he proclaims.

Our spiritual leader Jeremy has found something even better than *Championship Manager 2* (gasp) – but don't hold your breath, it's only the enhanced version. "*Only!* It's completely updated!". (Or that's what he says because it looks exactly the same to the rest of us.) Oddly enough, he's also found the time to have a bash with Microsoft's *Age Of Empires*. "OK, so it's no usually my thing, but I'm hooked," he later confessed after a press week all-nighter.

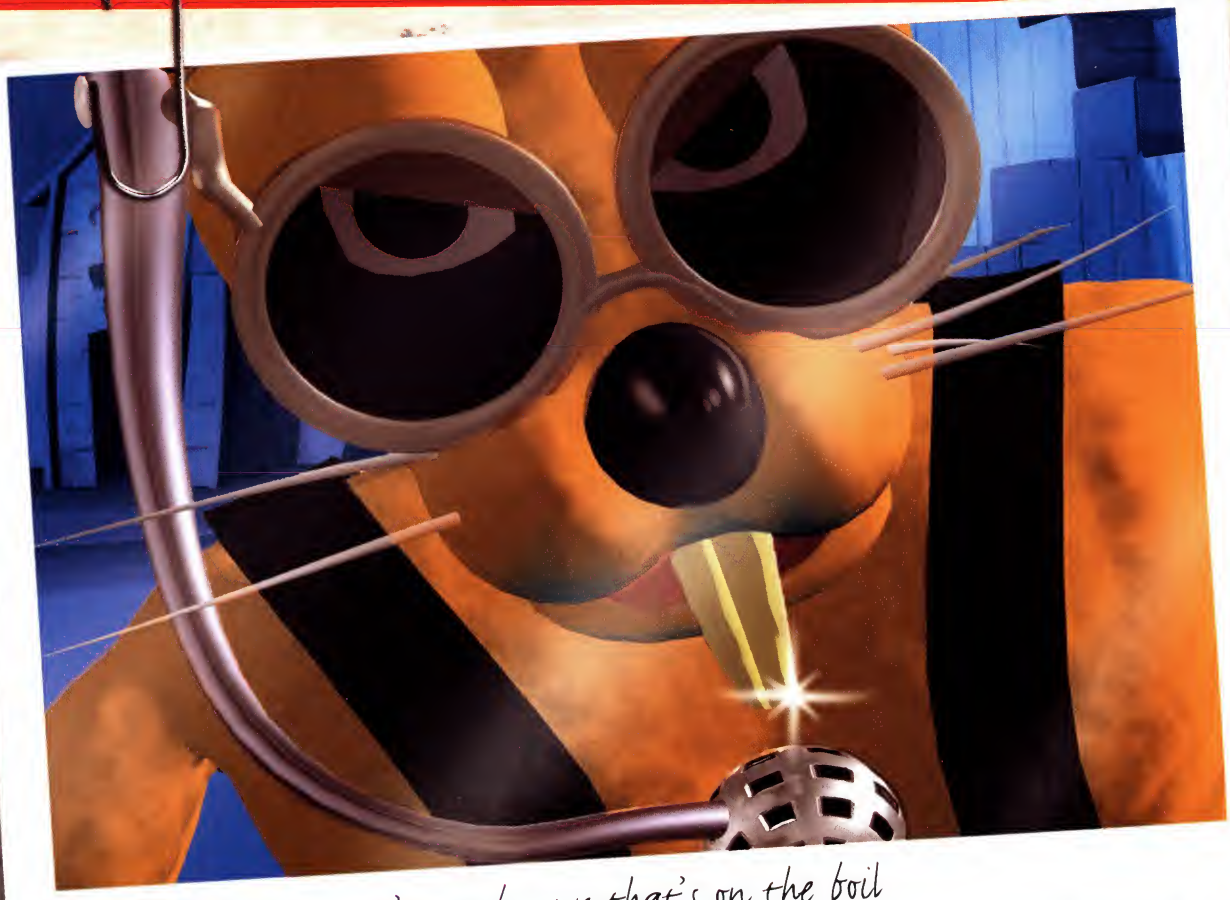
In between cigarettes (and alcohol), Dep Ed Chris is still finding mileage in *X-COM 3*. You would've thought that being the person he is, with a desk piled high with the latest releases, he would've moved on to, dare I say it, better things. The relationship he has with the game would no doubt warrant a custodial sentence in some countries or having certain parts of the anatomy removed in others. England being the liberal society that it is, Chris is free to walk the streets (relatively) unmolested, continuing to lead the backlash against *Dungeon Keeper*. "It's just too samey," he whinged.

> ***At the moment* Hexen II *(a sort of* 3D Atic Atac*) seems to be the only game filling the deathmatch void.***

Rapunzel Paul Presley has admitted to dusting the cobwebs from *Ultima VII* up in that tall, tall tower he calls home, letting down his long hair only to *Shadows Of The Empire*, which he says is great fun and a significant improvement over the N64 version. Still with *Star Wars*, Paul managed to find comedy subtitles hidden in *Rebel Assault 2*. What a clever chappie.

Gareth Ramsay and Dan Emery, while beavering over this month's coverdisc, have been finding solace in *Turok* and *Terris*, respectively. Of *Turok* Gareth says: "It's the best use of 3Dfx I've seen." Dan makes no apologies for his continued love of *Terris*. One day he'll look back and cringe, of that we have no doubt. Charlie's retired to the Oxfordshire countryside, although he's been busy with *Fighting Force* and *Resident Evil* and has now professed undyng love for Lara Croft since interviewing her for this month's Oi!. Football fanatic and TV personality Steve Hill has been up to Scotland to look at *Headz* and play around with *Sensible Soccer 2000* with Jon Hare. He says it's great, but has instructed Mr Hare to "make it better". We'll let you know what Mr Hare said to that in next month's issue.

The only person keen to stress that they haven't been stuck behind a screen these past few weeks is Patrick McCarthy who has taken up 'real' golf. Not wishing to pursue the conversation further, I quickly fled when he started on about his polished antique shaft. A scary moment for sure and a thought we shall hold until next month.



Here's one bunny that's on the boil

ADVENTURES IN 11 WACKY WORLDS WHERE DEMENTIA™ PREVAILS...AND HE'S OUT TO GET YOU!

Enter a vast, surreal universe where nothing is quite as it seems. Talk to mad characters, discover crazy worlds & uncover the logic in each scene to progress through this unique gaming experience.

• Features puzzles, riddles, arcade & strategy games • Incredible 3D animation • Unique non-linear environment • Fully rendered game play throughout

DEMENTIA™

it's a state of mind

WIN 95

*Actual in-game screens shown

MAKH SHEVET®

For further information contact: TELSTAR ELECTRONIC STUDIOS LTD.
The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP
Tel: 01932 222232 **Fax:** 01932 252702 **e-mail:** telstar@dial.pipex.com **web site:** www.telstar.co.uk

© 1997 Telstar Electronic Studios Ltd. All Rights Reserved. ® 1997 Telstar Electronic Studios Ltd. All Rights Reserved. Developed by Makh Shevet.

TELSTAR

The Simpsons™ VIRTUAL SPRINGFIELD™

It's Homer's Kind of Town!

Welcome to Springfield! Enter a navigable 3D world of all things Simpsons. Go along with Homer as he stocks up on Duff Beer and Jerky King at the Kwik-E-Mart. Play games at the Noiseland Arcade or watch a flick at the Aztec Theatre. With over 50 locations, an original cast recording and the outrageous humour of The Simpsons, *Virtual Springfield* will make you feel right at home.

BART'S ROOM
Take a tour of the secret world of Bart's bedroom.

MOE'S TAVERN
Mix a Flaming Moe, try out the Love Tester or listen as Bart makes prank phone calls to the rattled proprietor of Moe's Tavern.

STREETS OF SPRINGFIELD
Go for a ride! Here's your chance to wander through the streets of Springfield.

AVAILABLE FOR
Windows® 95/Power Mac
CD-ROM Hybrid

www.foxinteractive.com

The Simpsons™ and Virtual Springfield™ & ©1997 Twentieth Century Fox Film Corporation. All Rights Reserved. "Twentieth Century Fox," "Fox" and "The Simpsons" and their associated logos are property of Twentieth Century Fox Film Corporation. All Rights Reserved.